

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

REBOOT!



Dialog:

- BEAT -

Action:

(reuse)

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

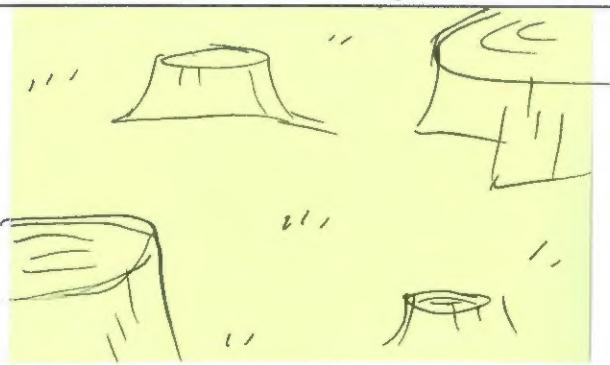
day night

Sc.

Pnl.

Bg.

day night



Dialog:

- BEAT -

Action:

(reuse +)

Timing:

- BEAT -

(reuse)

EPISODE #

Production :

ADVENTURE TIME



Sc.

Pnl.

Bgl.

day night

Sc.

Pnl.

Bgl.

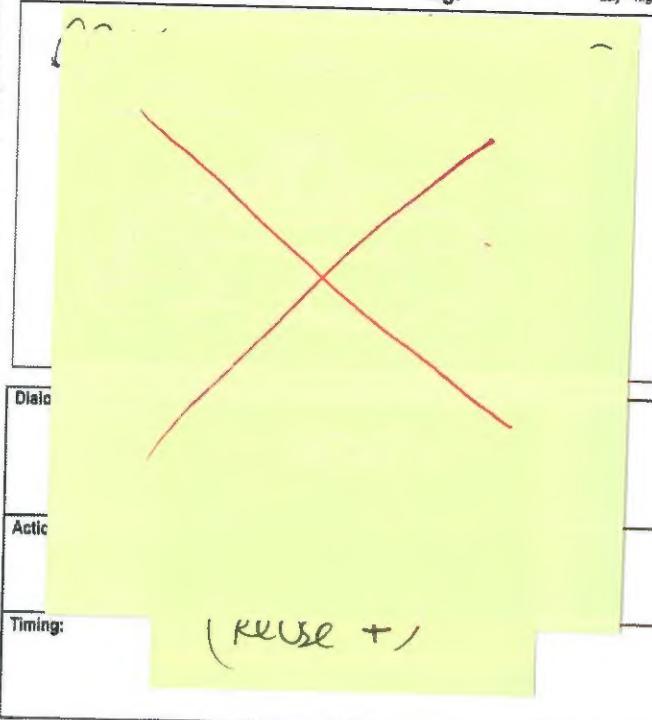
Page

2

EPISODE #

Production :

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EPISODE #

ADVENTURE TIME



Sc.

Pnl.

Bgl.

day night

Sc.

Pnl.

Bgl.

Page

day night

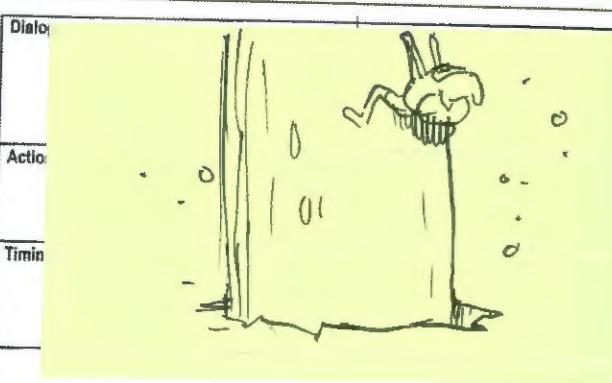
Production :

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Dialo

Action

Timing



EPISODE #

ADVENTURE TIME



Page W

Sc.

Pnl.

Bg.

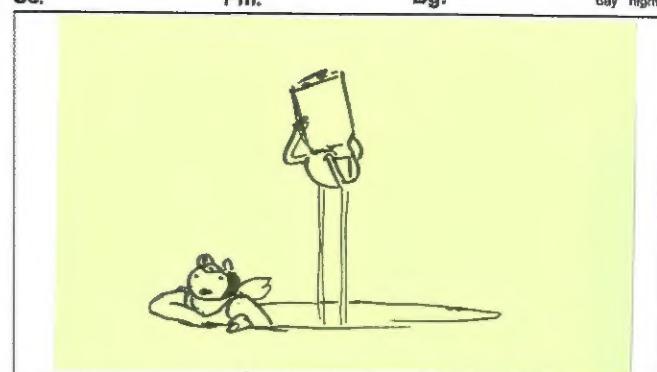
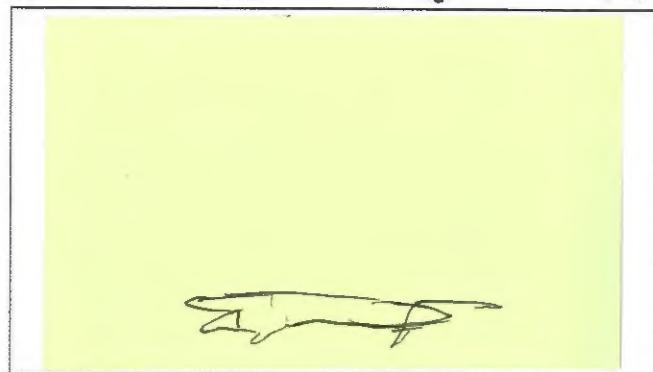
day night

Sc.

Pnl.

Bg.

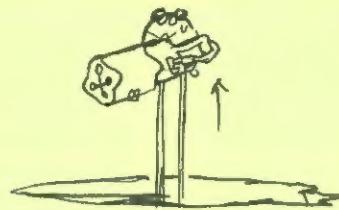
day night



Dialog:

(F:) Who

Action:



Timing:

(S:) Grunt *



EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

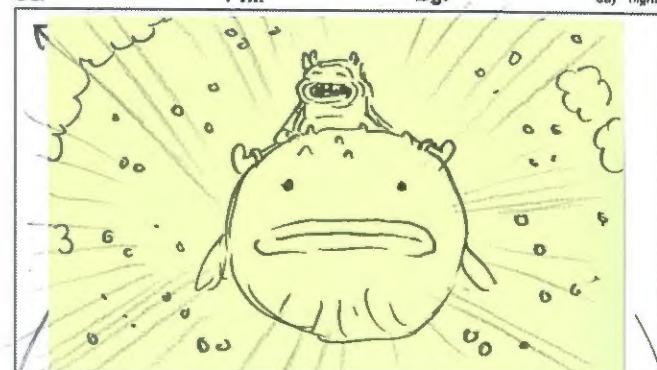
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) ARGBLARGLBL

Action:

EPISODE #

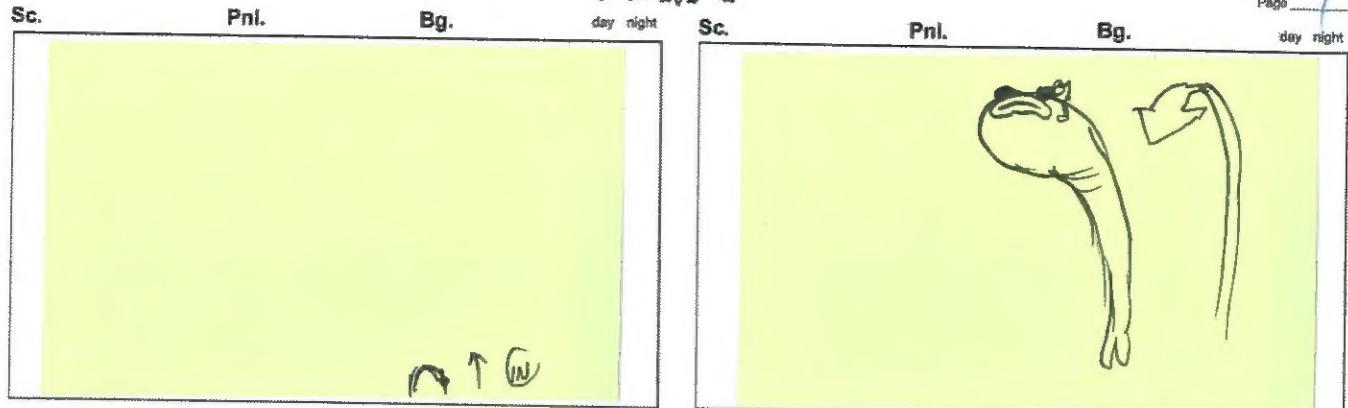
Production :

Timing:

ADVENTURE TIME



Page 4



Dialog:

Action:

Timing:

↑ ↓

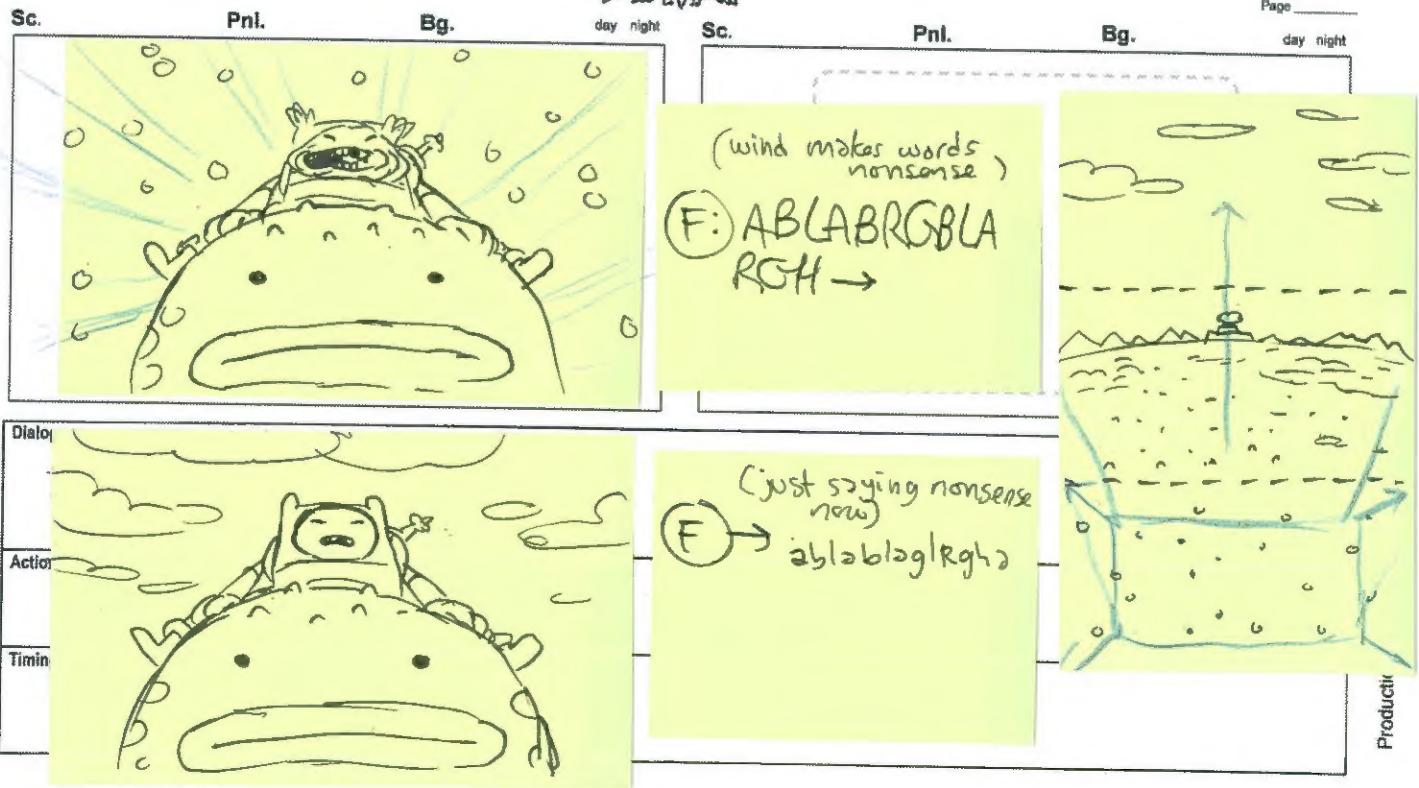
EPISODE #

Production :

ADVENTURE TIME



Page _____
day night

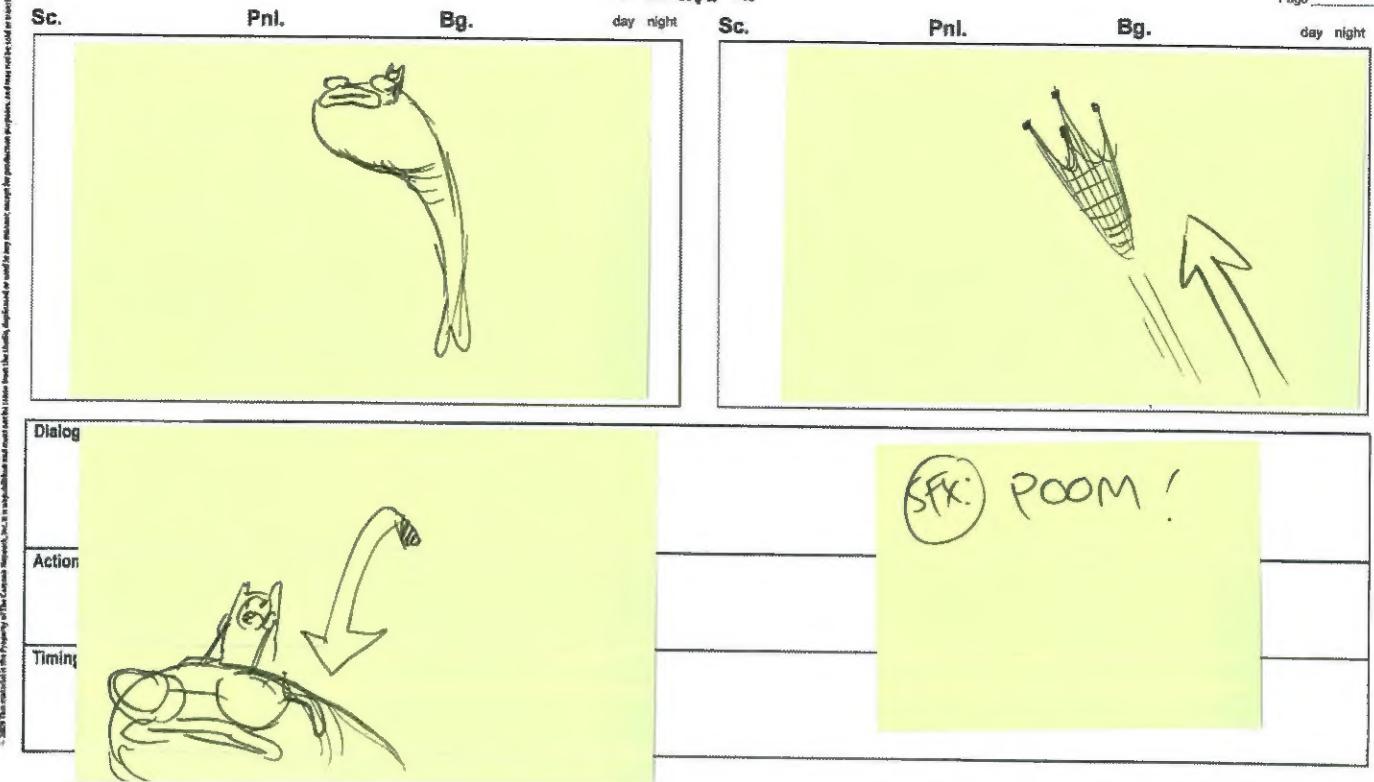


Product

ADVENTURE TIME



Page 5



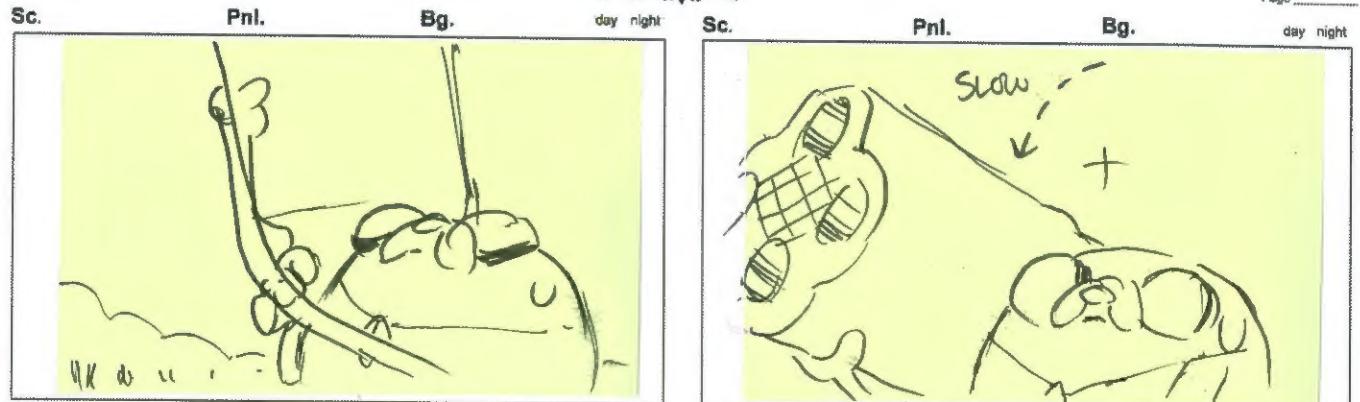
EPISODE #

Production :

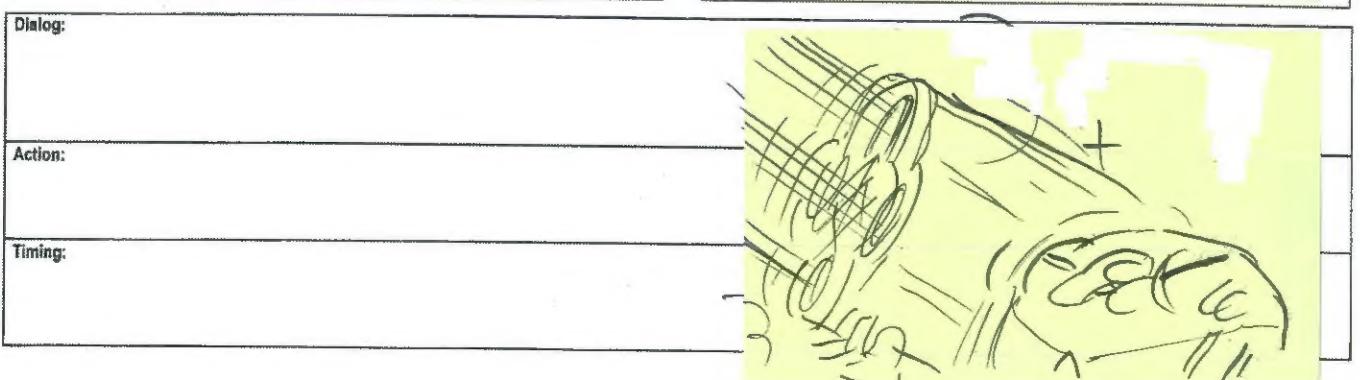
ADVENTURE TIME



Page _____



EPISODE #

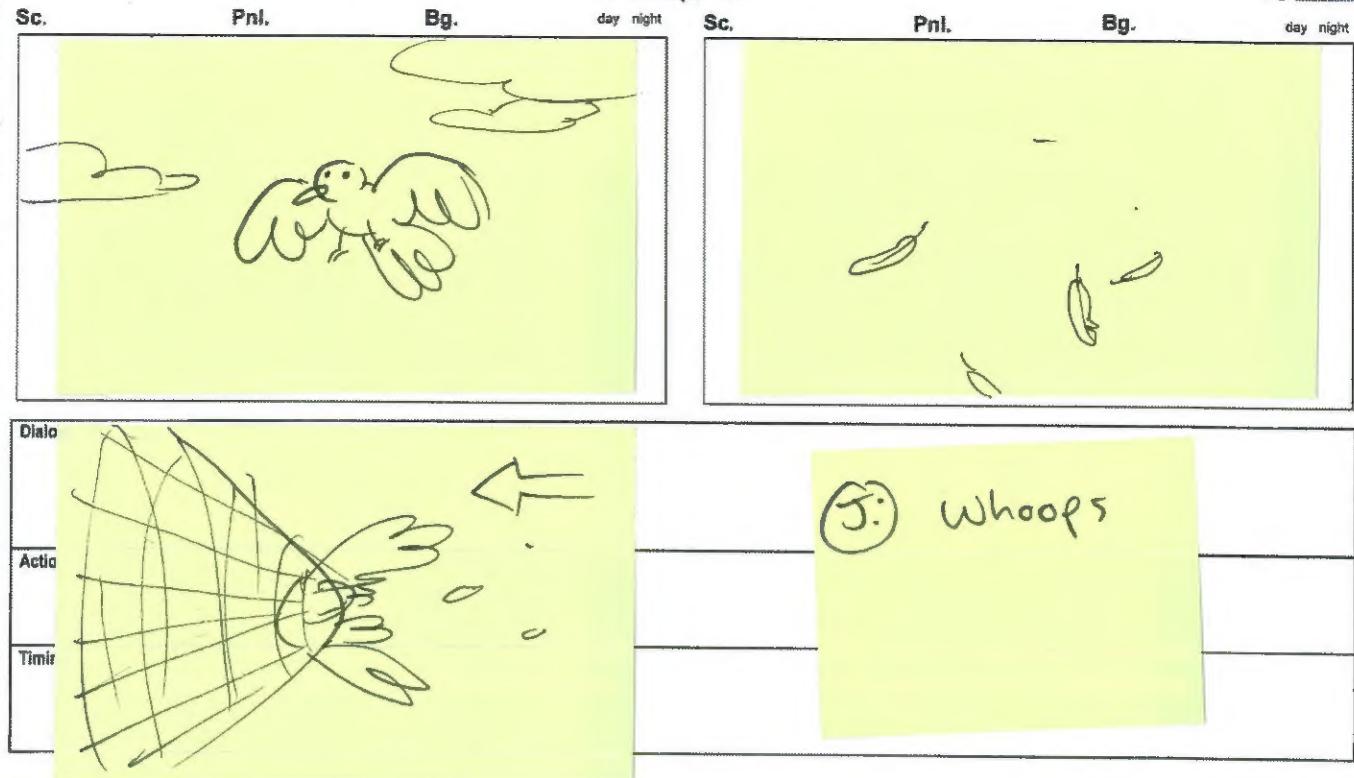


Production :

ADVENTURE TIME



Page 6

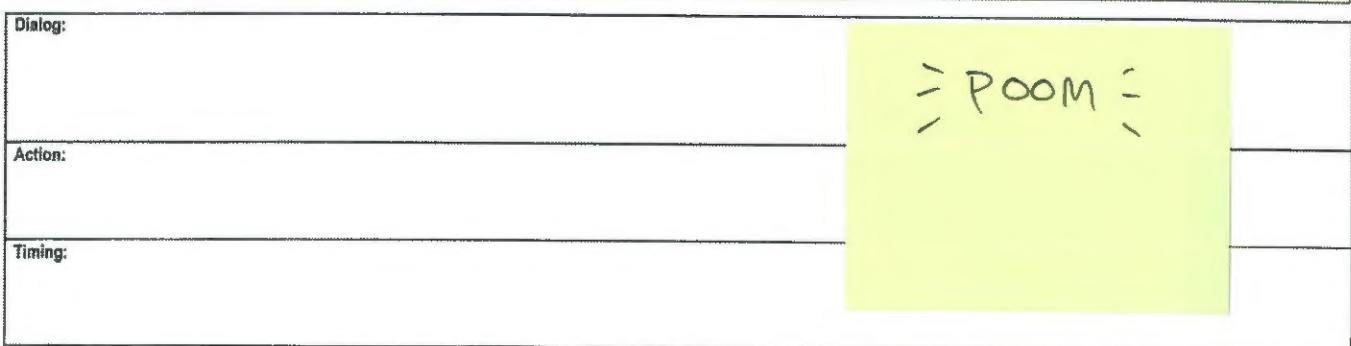
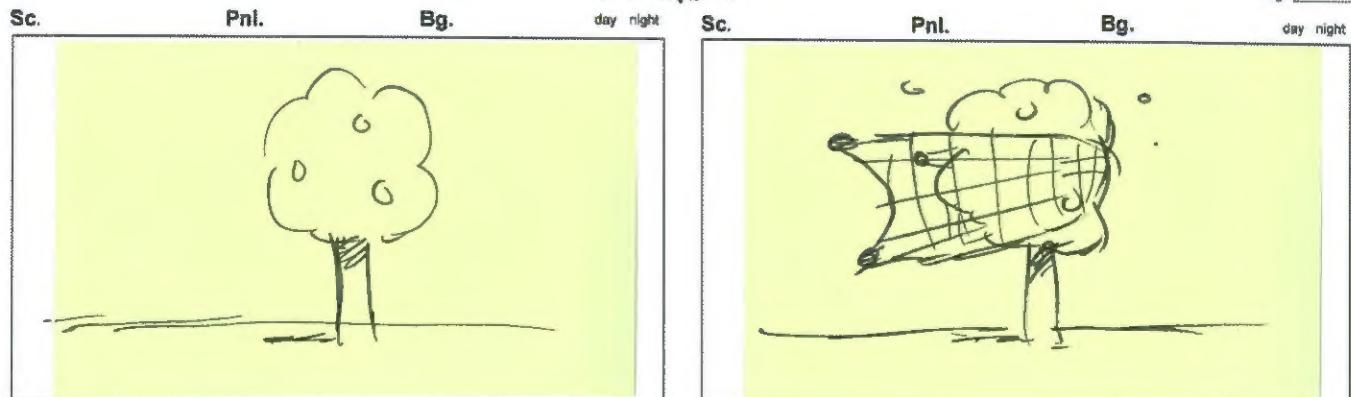


-NET HVU

ADVENTURE TIME



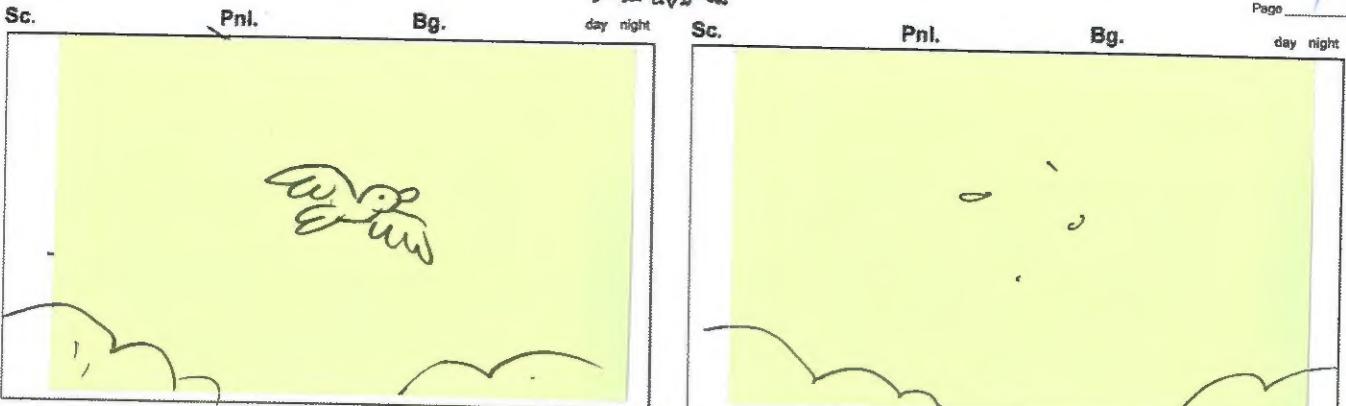
Page _____



ADVENTURE TIME

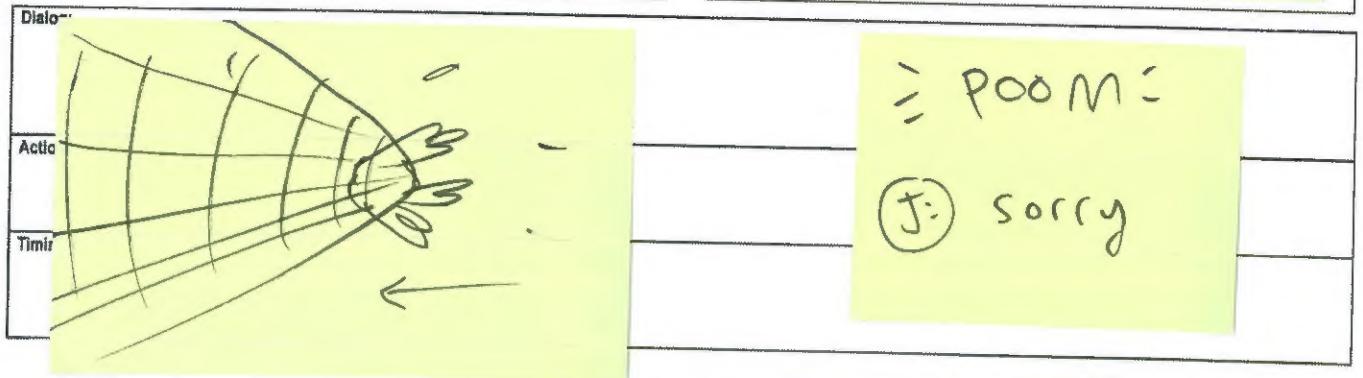


Page 7
day night



EPISODE #

Production :



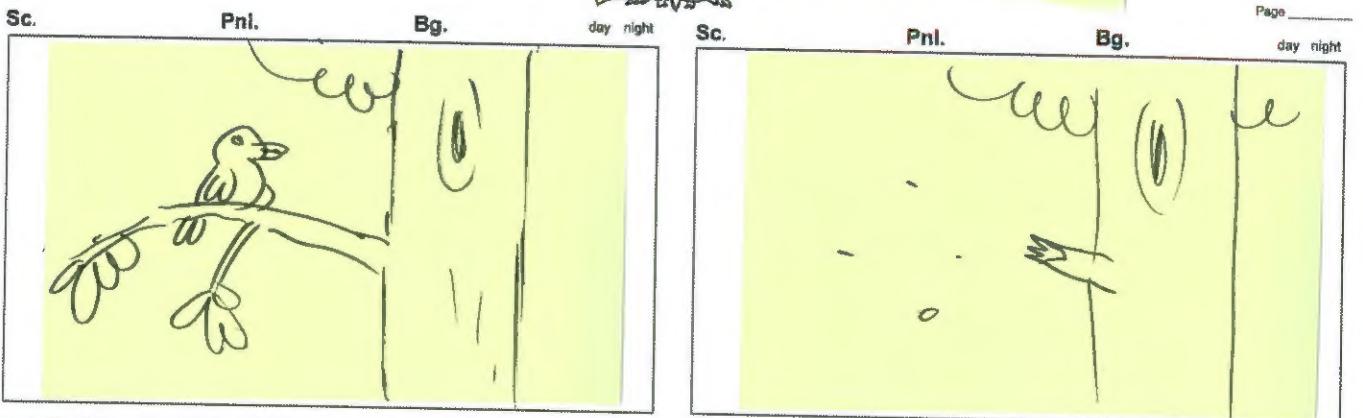
EPISODE #

Production :

ADVENTURE TIME

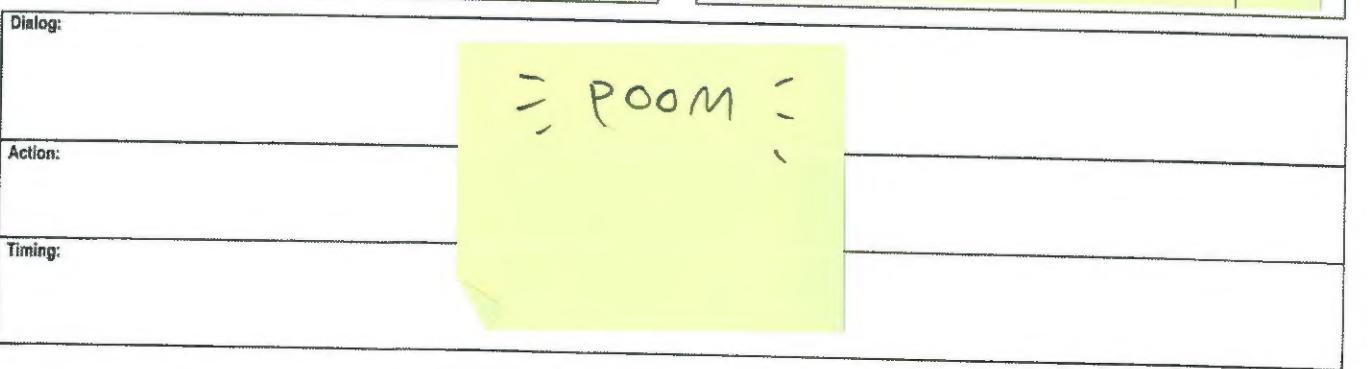
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Page _____
day night



EPISODE #

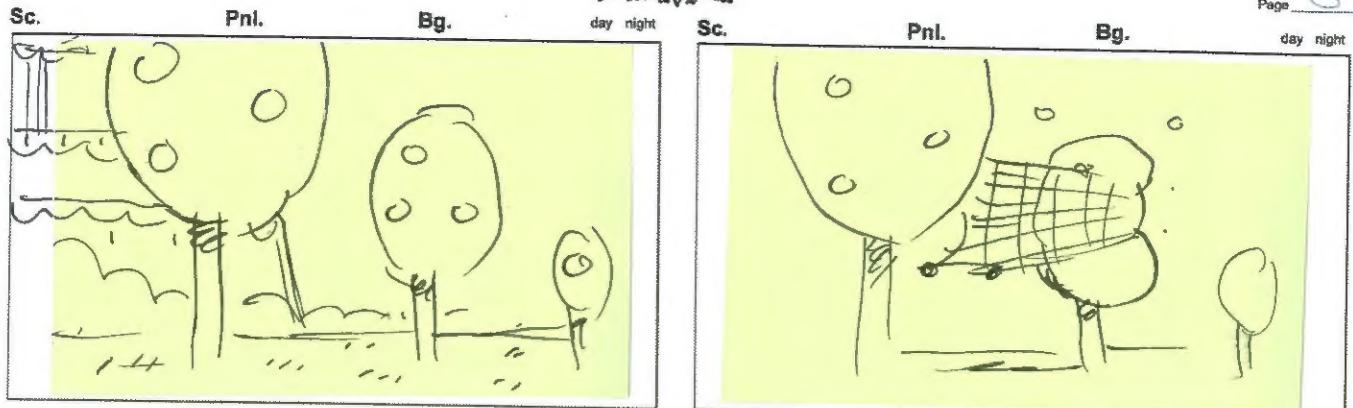
Production :



ADVENTURE TIME



Page 8



Dialog:

POOM

Action:

Timing:

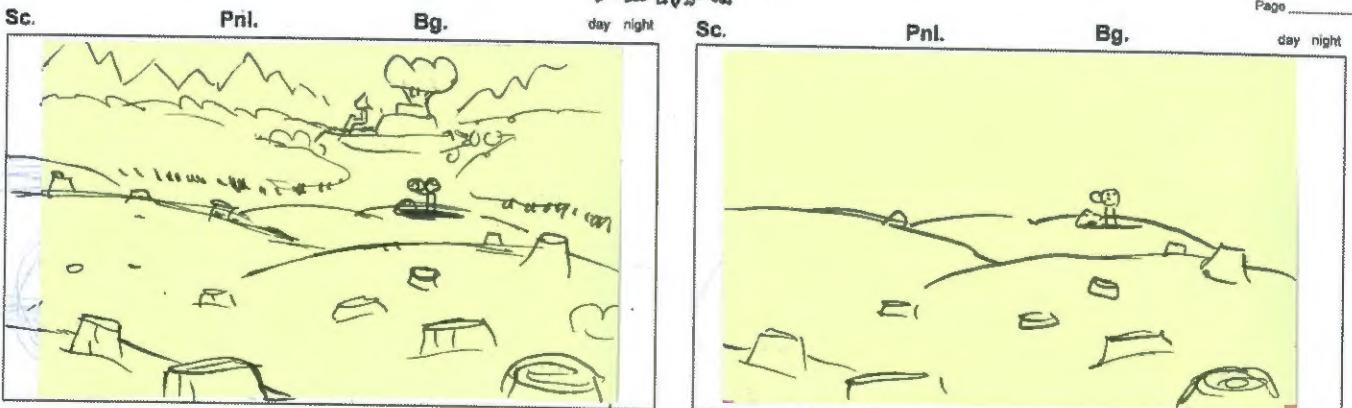
EPISODE #

Production :

ADVENTURE TIME



Page



Dialog:

WIDER

Action:

Timing:

EPISODE #

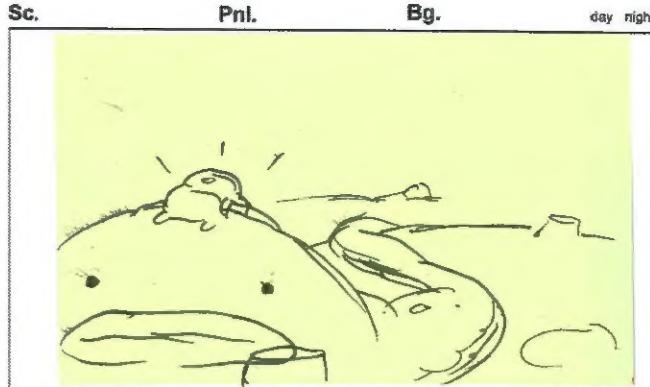
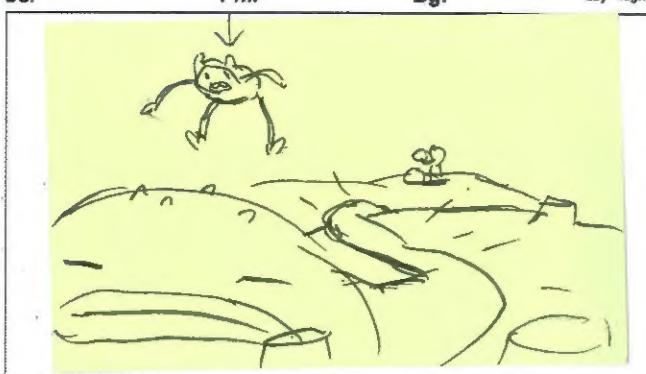
Production :

ADVENTURE TIME



Page 9

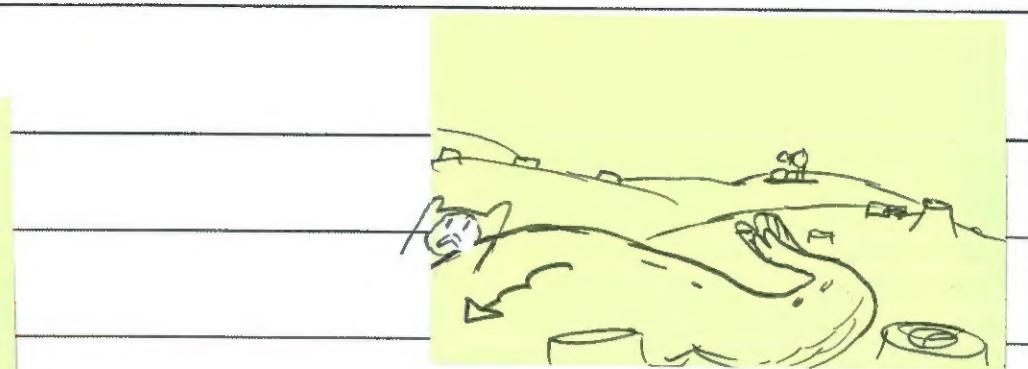
Sc. Pnl. Bg. day night



EPISODE #

Dialog:

- FIELD WIDER
SO D. GEL HAS
ROOM TO HIT
GROUND.



Production :

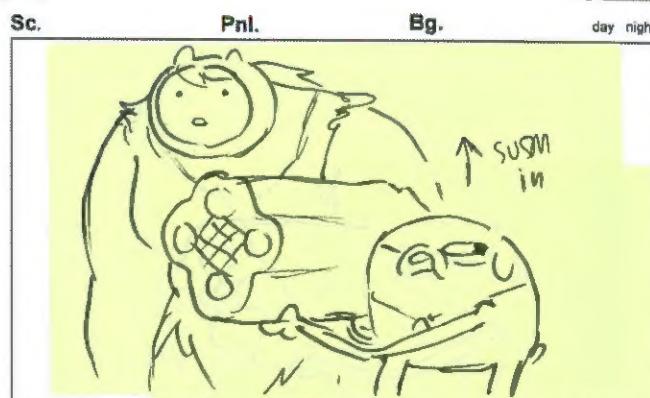
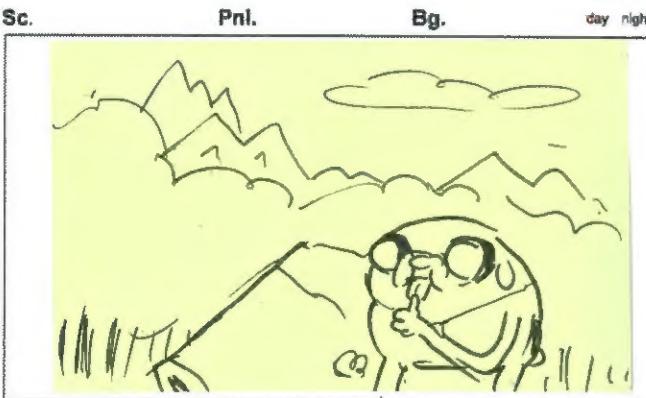
SUSAN H/U

ADVENTURE TIME

day night

Page

Sc. Pnl. Bg. day night



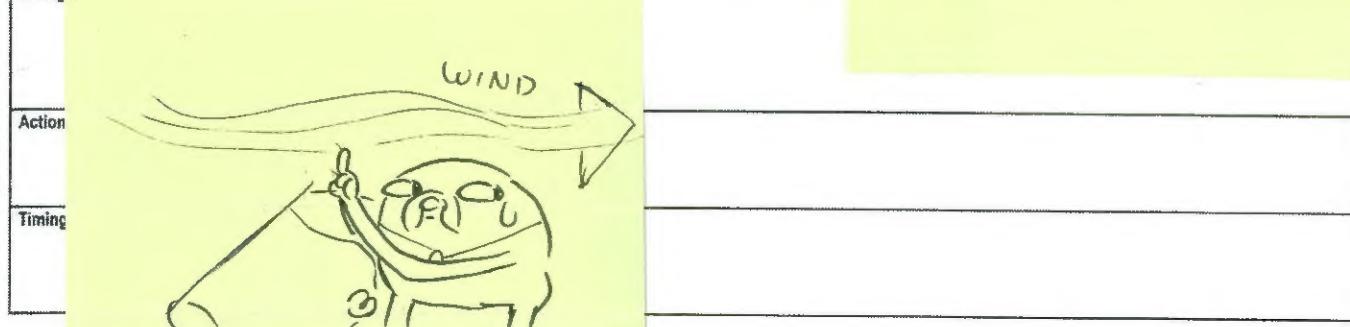
Production :

Dialog

WIND

Action

Timing



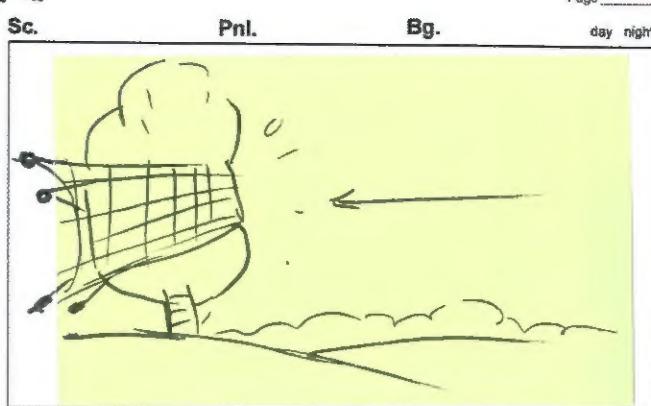
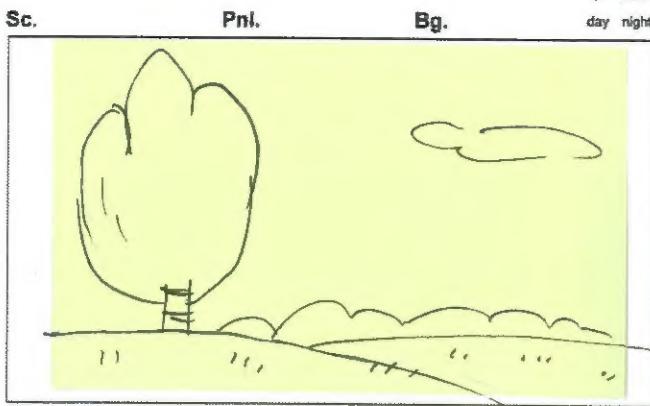
ADVENTURE TIME



Page 10

EPISODE #

Production :



Dialog:

= POOM =

Action:

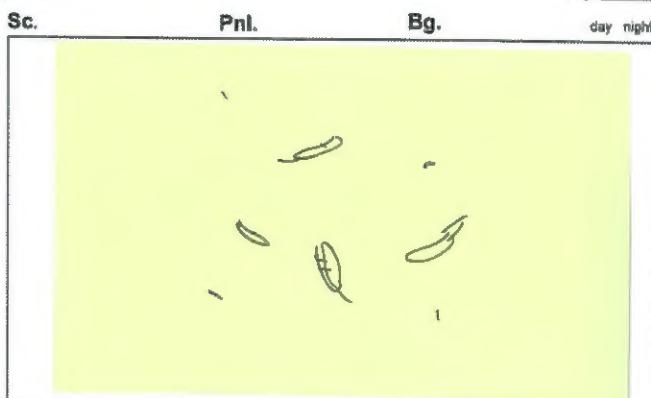
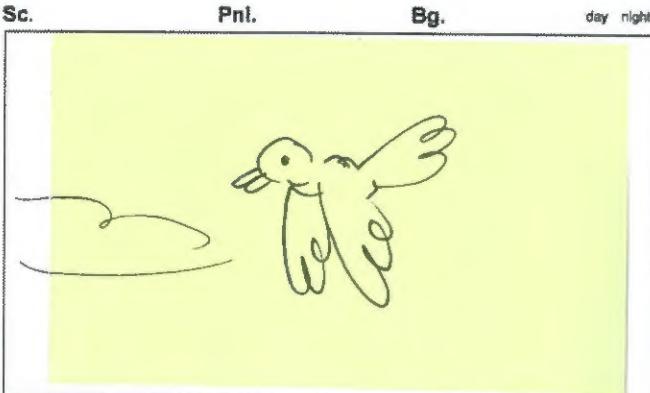
Timing:

ADVENTURE TIME



Page _____
day night

EPISODE #



Dialog:

= POOM =

Action:

Timing:

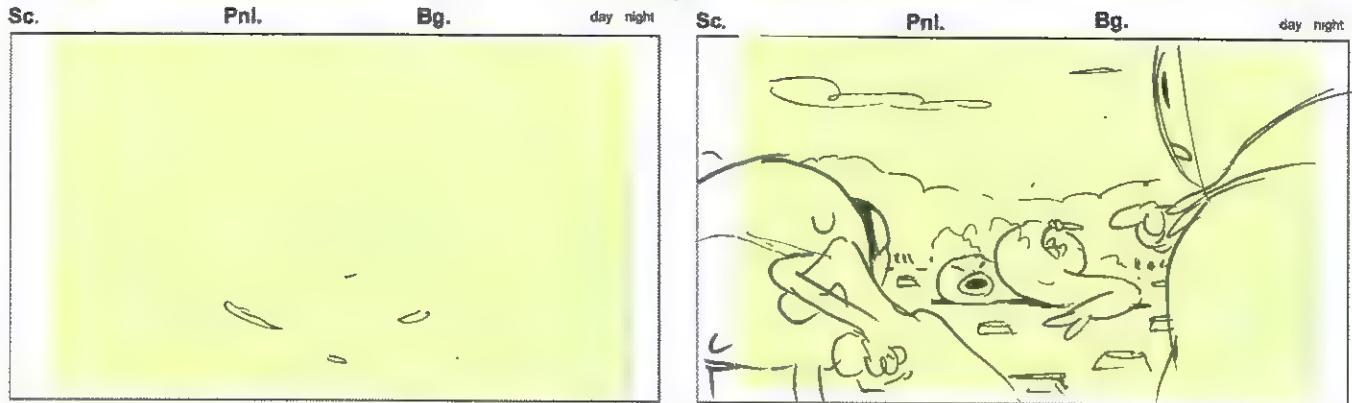
(5) whoops

Production :

ADVENTURE TIME



Page _____

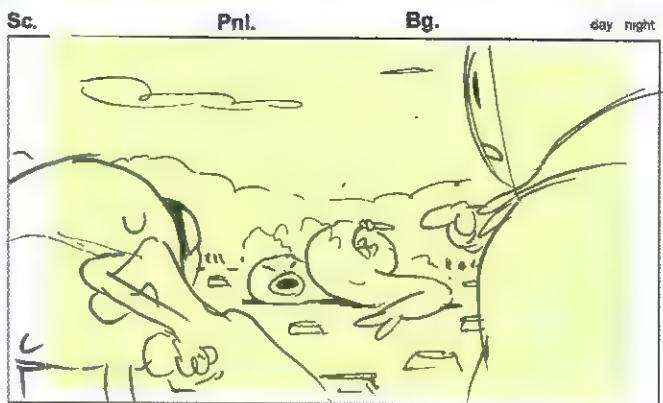


Dialog:

(SUSAN) JAKE!

Action:

Timing:



(S:) FINN IN DANGER!

FINN
B-Po & E ↑

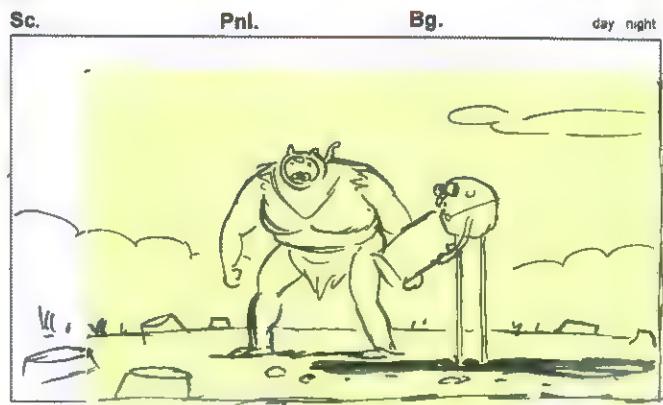
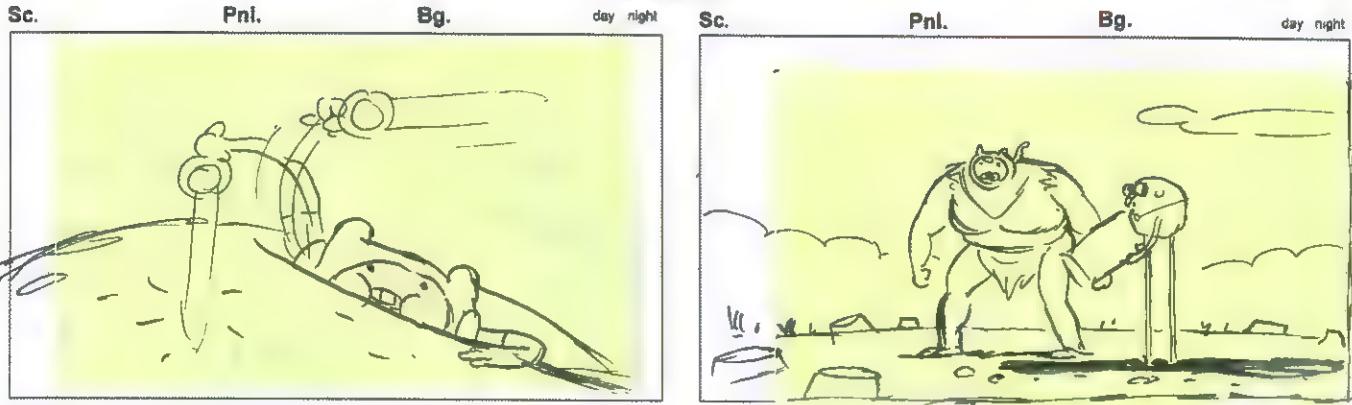
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:

(S:S) Why you
no fight ? Use
dog change
magic ?

Action:

Timing:

(S:) Well, I would,
but -

SUSAN RRRR
overlap

EPISODE #

Production :

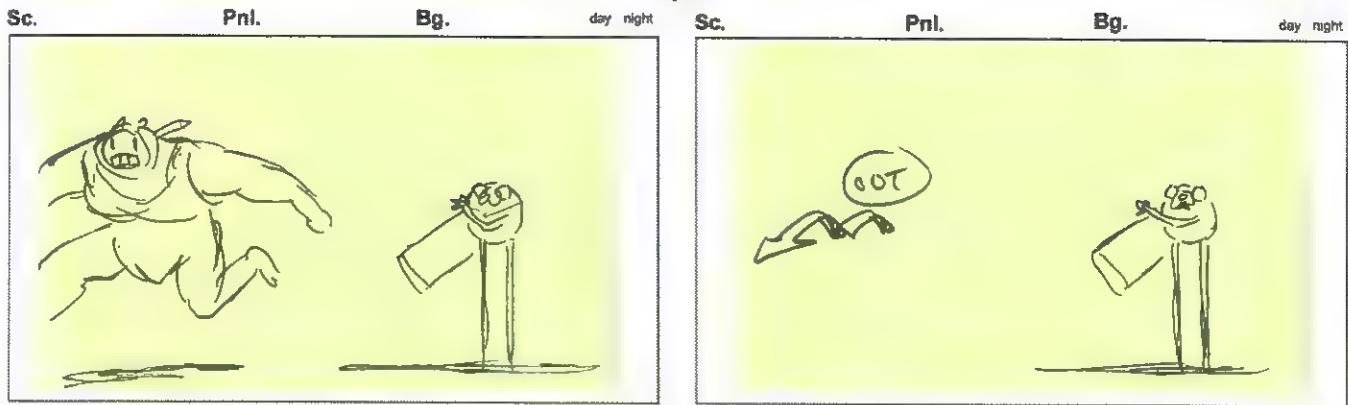
ADVENTURE TIME



Page 1 / 1

EPISODE 1

Production :



Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
(S:) O RRR...							
Action:							
Timing:							

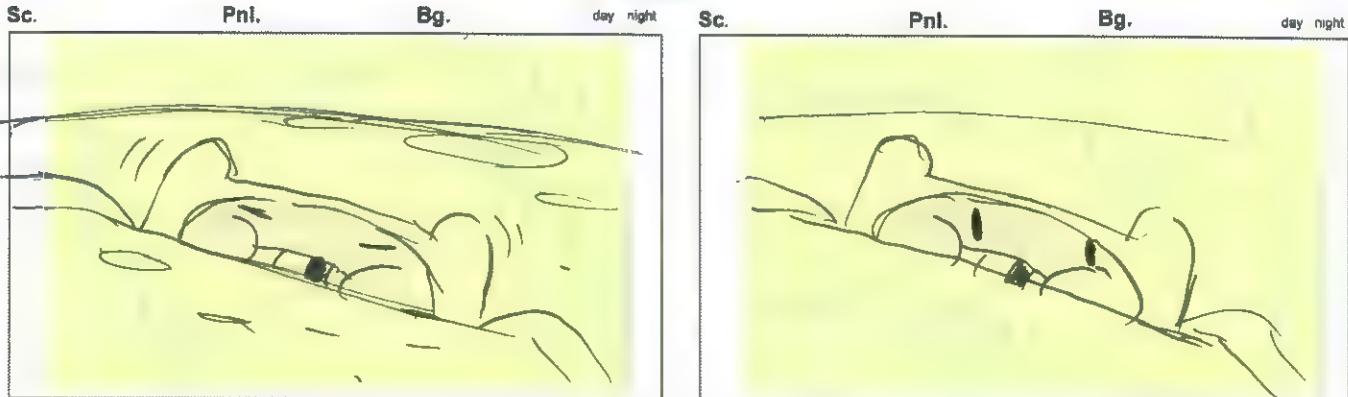
EPISODE 1

ADVENTURE TIME



Page 1 / 1

Production :



Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
(J:) I wasn't finished speaking -							
Action:							
Timing:				(SUSAN:) huff HUFF HUFF HUFF			

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

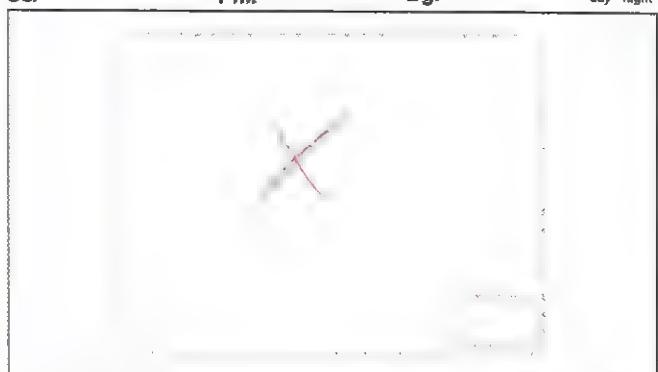
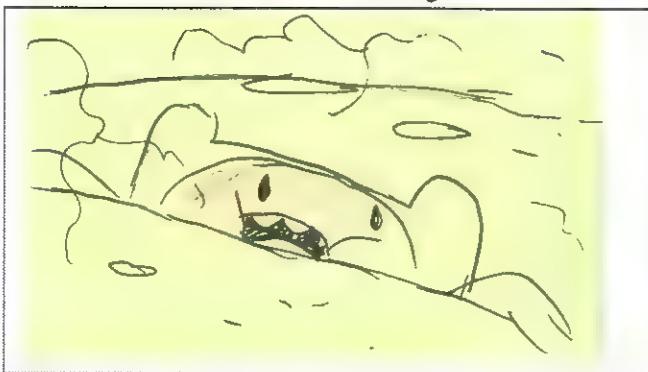
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) Wait Susan, →

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

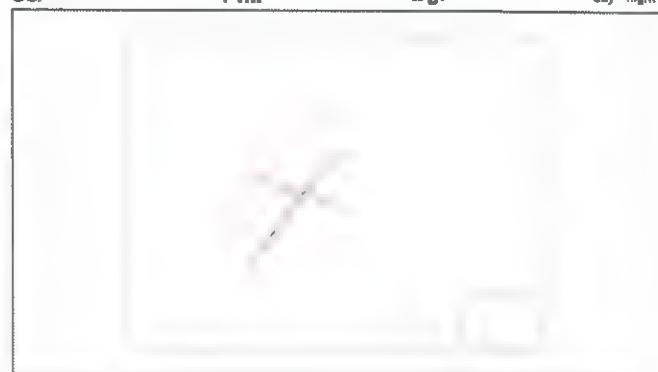
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

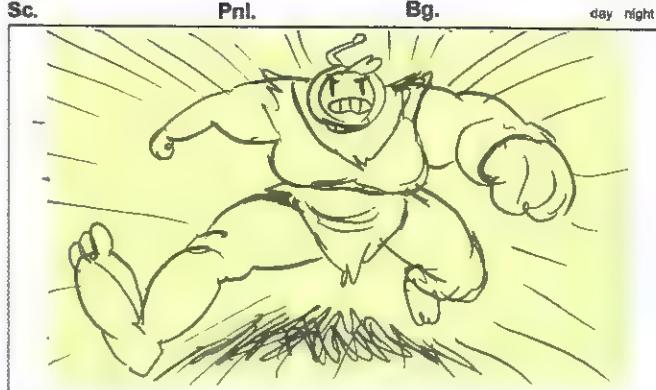
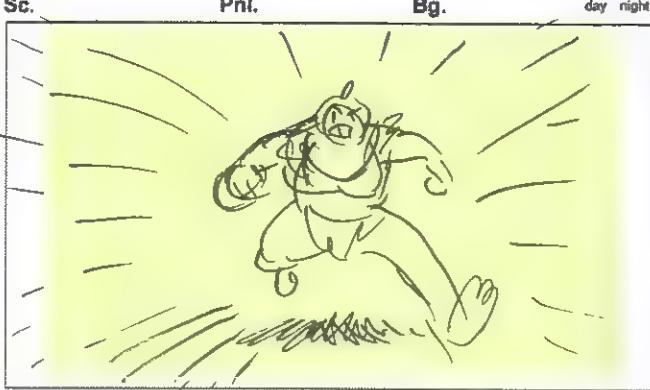
Production :

ADVENTURE TIME



Page _____

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

(SUSAN) * HUFFING *

Action:

(F) DON'T!
YOU'RE NOT
IMMUNE TO -

Timing:

EPISODE #

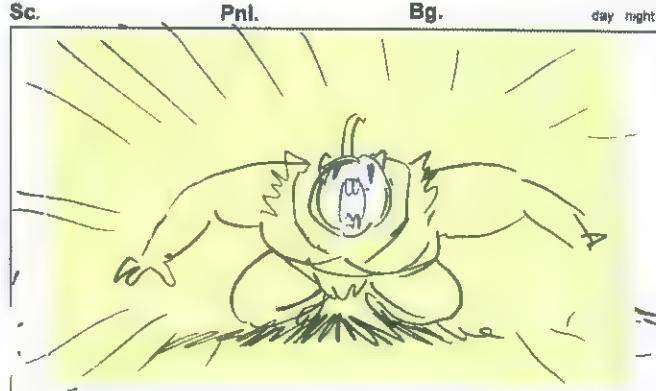
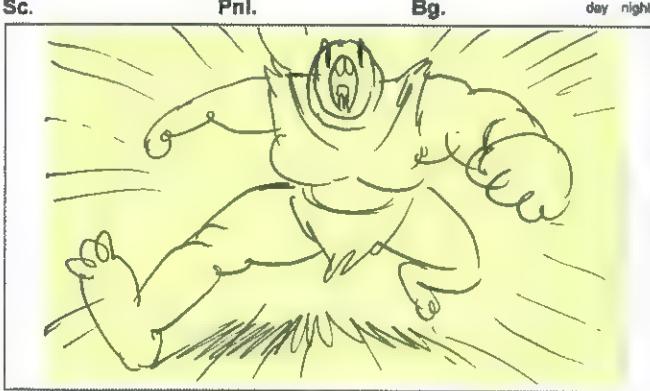
Production :

ADVENTURE TIME



Page _____

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

F: → ELECTRICITY
(SUSAN) BUU-AHH!!!

Action:

Timing:



EPISODE #

Production :

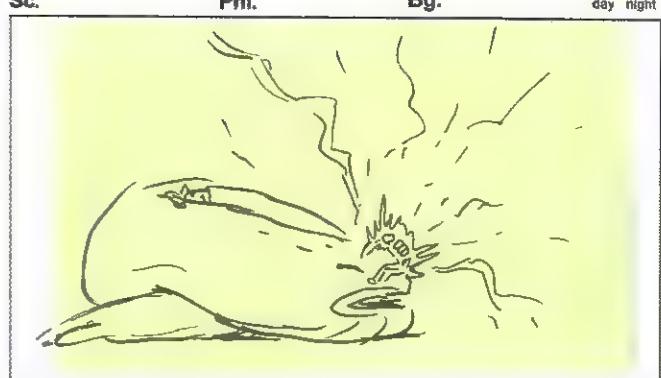
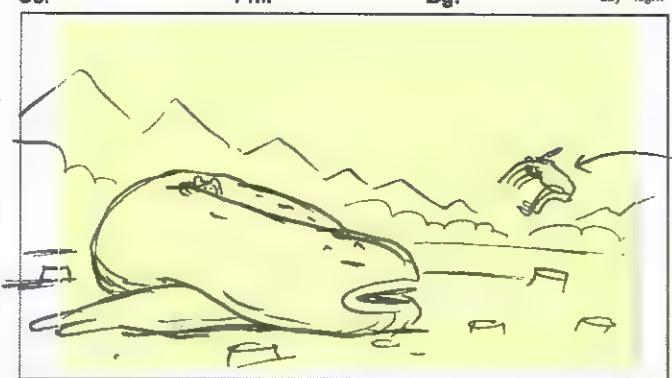
ADVENTURE TIME



Page _____

Sc **Pol.** **Bd** **day** **nicht** **S.c** **P-L** **P_c**

Sc **Pol.** **Bd** **day** **nicht** **S.c** **P-L** **P_c**



OlaLog:



455

Action:

Timing

A hand-drawn diagram of an after shock wave. It features a curved, horizontal front section with a small circle containing the number '3' to its left. To the right, there is a vertical, slightly curved line with a double-headed arrow above it labeled '0.9'. Below the main curve, a smaller, curved line extends downwards and to the right.

(SFX) BOOM!

(2)

A cartoon illustration of a large, round, red object, possibly a bomb, with a black arrow pointing towards it from the left. A speech bubble on the right contains the word "BOOM" with a black arrow pointing towards the bomb.

EQUATION

Production:

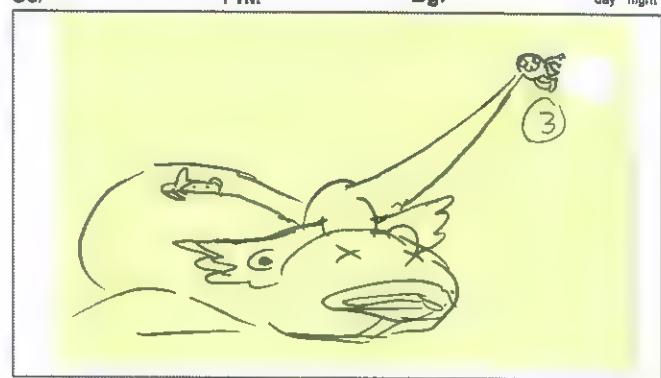
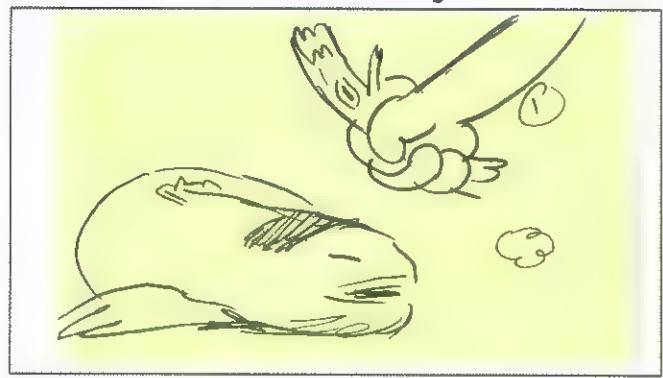
ADVENTURE TIME



Page _____

Sc. **Pnl.** **Bq.** day night **Sc.** **Pnl.** **Bq.** day night

Sc. **Pnl.** **Bq.** day night **Sc.** **Pnl.** **Bq.** day night



Dialog

Action

Timing

A black and white line drawing of a large bird, possibly a pelican, lying on its back with its wings spread wide. A small bird is perched on its beak. The number 4 is in a circle at the top right, and the number 5 is in a circle at the bottom right.

卷之三

Production

ADVENTURE TIME



Page 14,5

Sc.

Pnl.

Bg.

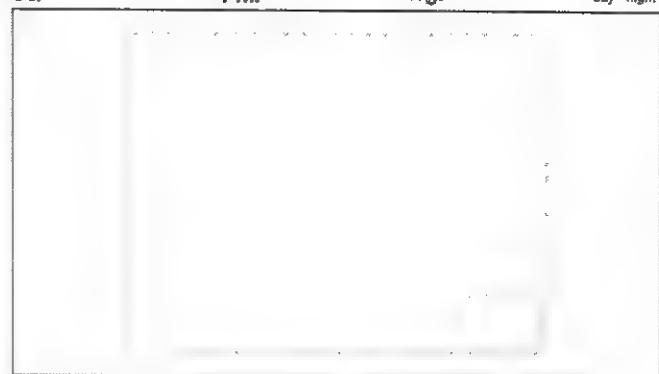
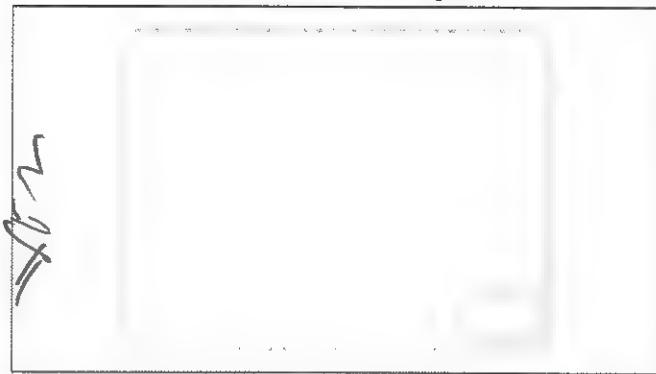
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

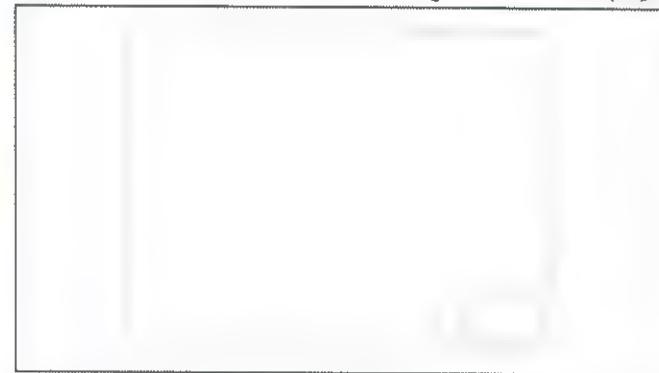
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(EZ)

YUBBA
DUBBA
DUBBA
DUBBA !

Action:

Timing:

EPISODE #

Production :

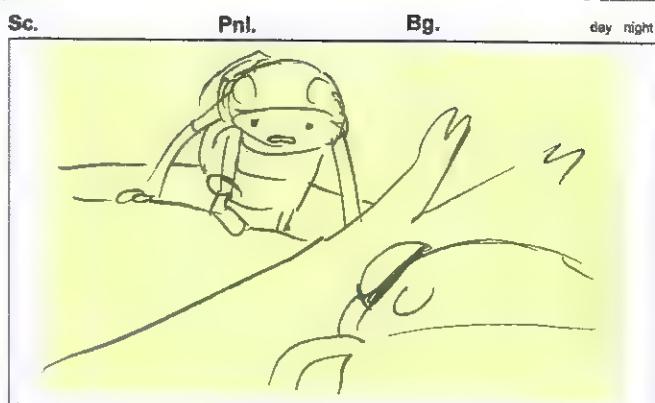
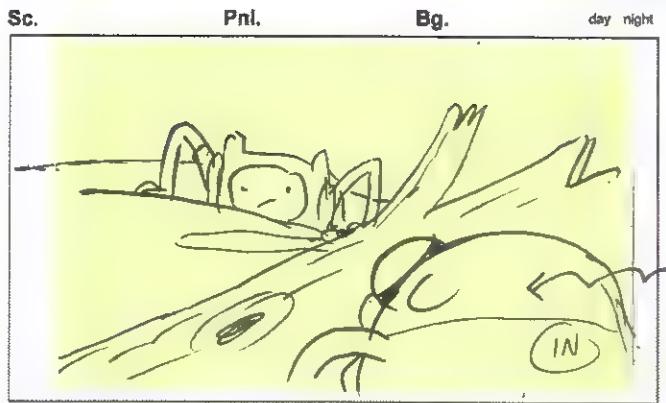
ADVENTURE TIME



Page 15

EPISODE #

Production :



Dialog:

(J) Gol-dang! -
Are you
alri - -

Action:



Timing:

(F)* hrr-urp *

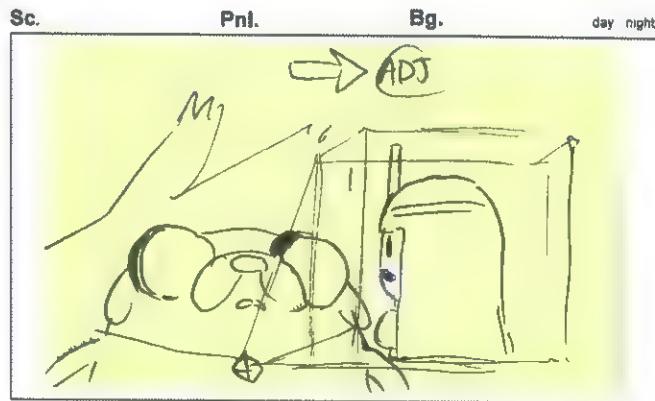
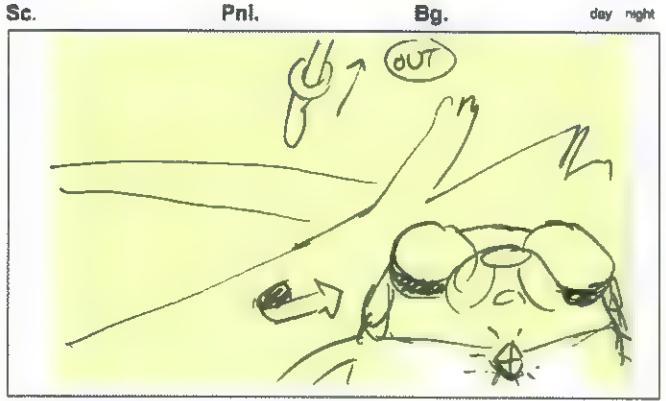
ADVENTURE TIME



Page 16

EPISODE #

Production :



Dialog:

(E): : hrmf :

Action:

PENDANT: BLEED
SFX: BLOOP

Timing:

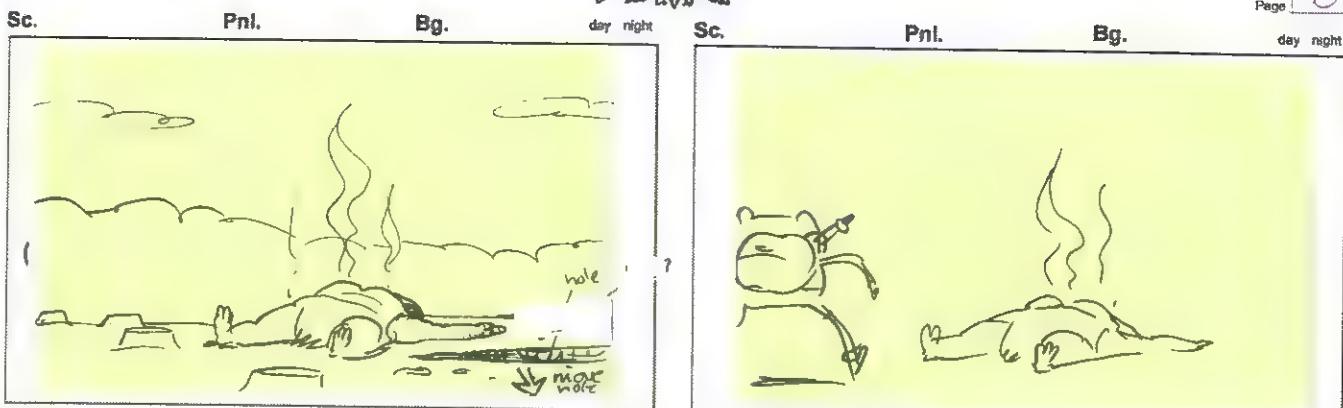
(PB) Jake? What
the heck was that
explosion? Was
that you guys?
What the heck
is going on?

ADVENTURE TIME



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Dialog:

Action:

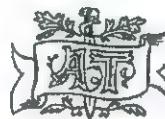
Timing:



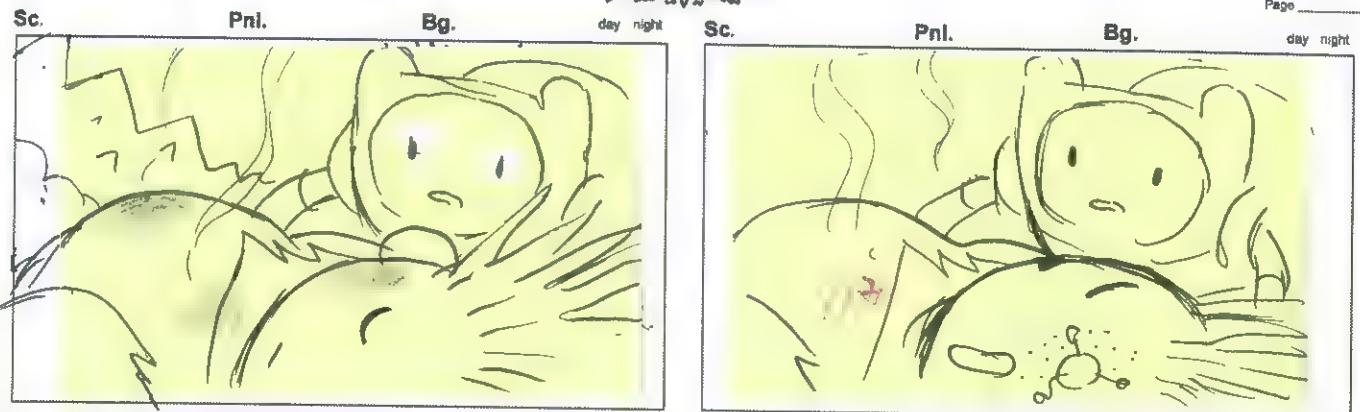
EPISODE #

Production :

ADVENTURE TIME



Page _____
day night



Dialog:

(F) oh geez...
SUSAN -

Action:

Timing:

(S:) own...
SFX zzz+::

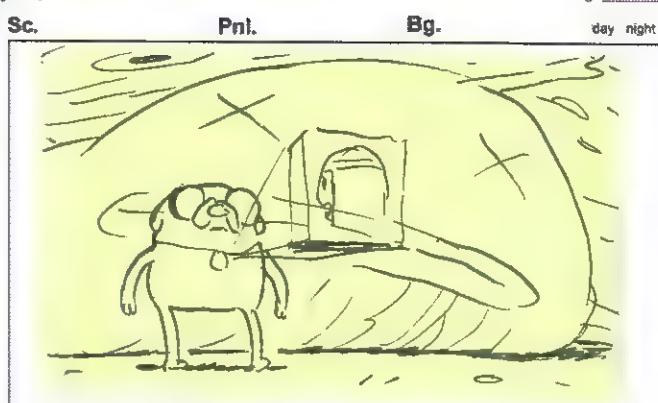
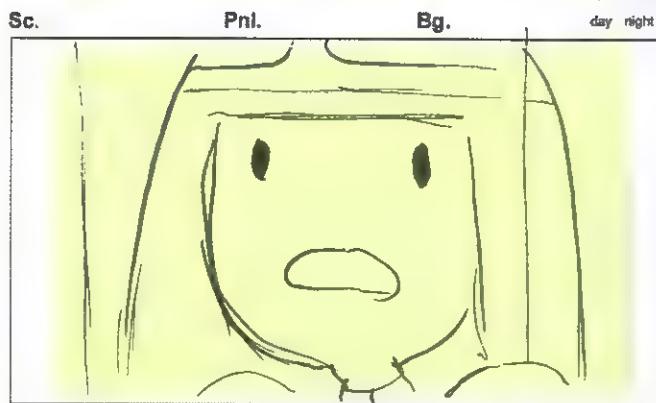
EPISODE #

Production :

ADVENTURE TIME



17
Page _____



Dialog:

(PB) okay, hang tight Jake -

Action:

Timing:

(PB) I've got elite insulated Banana guards en route, plus nurse Poundcake too -

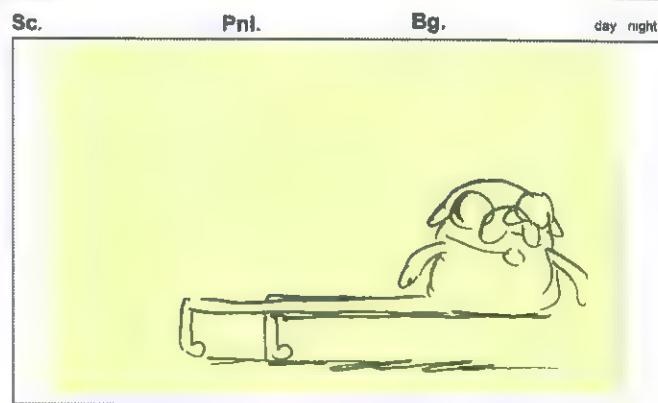
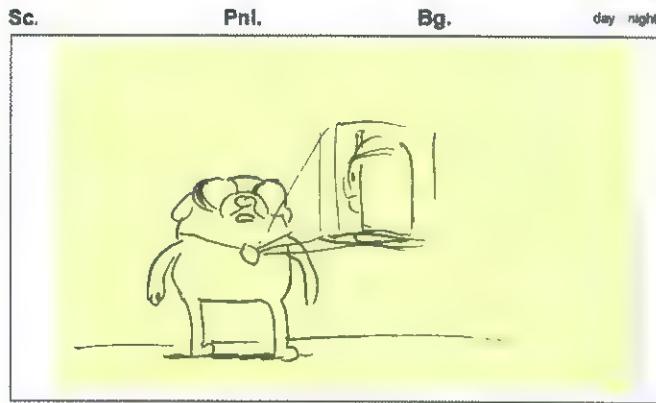
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:

(J) (2) SLAMMIN'

Action:



Timing:



EPISODE #

Production :

ADVENTURE TIME



Page 1

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) what
the?...

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 1

Sc.

Pnl.

Bg.

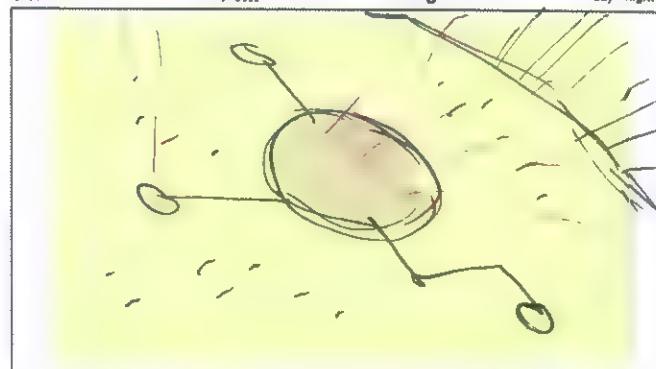
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX:) zzzt

Action:

Timing:

(SFX:) zzzt

EPISODE #

Production :

ADVENTURE TIME



Page 19

Sc.

Pnl.

Bg.

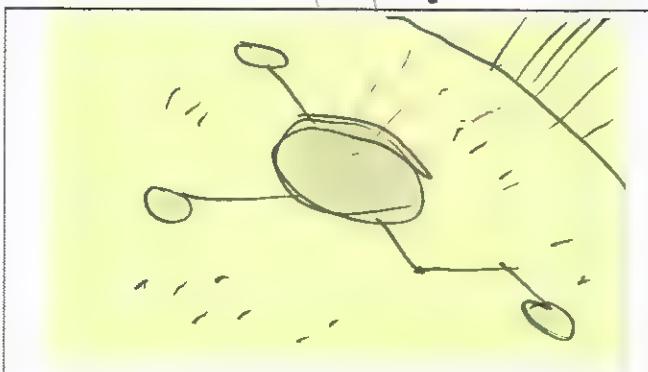
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(J:) who?

Action:

Timing:

(F:) Susan's little bit digi, huh?

- THE LEGS
CATCHING
UP COULD
BE NICE
BUSINESS

- FIED WIDGR
SO SS'S HEAD
ISN'T RIGHT
UNDER THE
BUG.

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

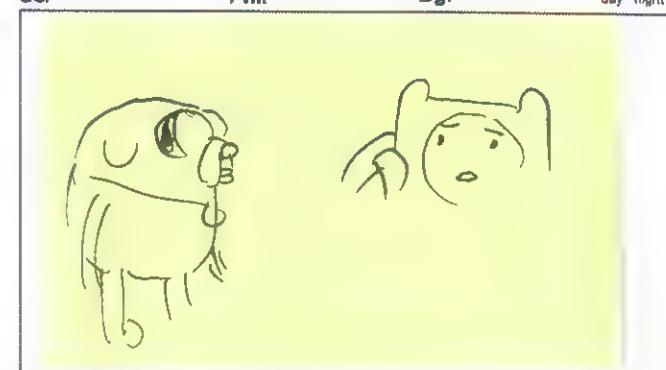
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(J:) Did you know
about that?

Action:

Timing:

(F:) No...

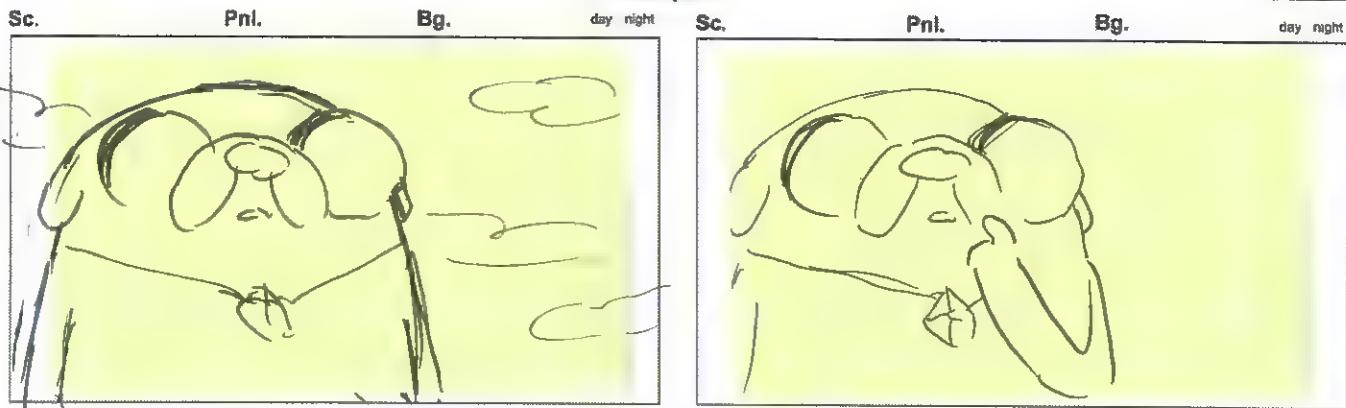
EPISODE #

Production :

ADVENTURE TIME



Page _____
74



Dialog:	(J) man that's weird she didn't mention that while we were →			→ just now meeting all those cyborgs.			
Action:							
Timing:							

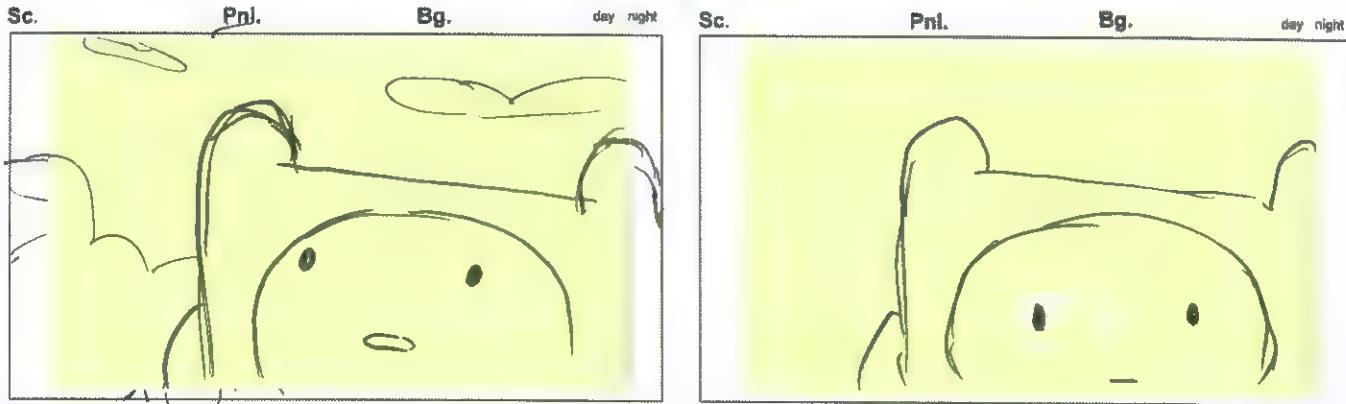
EPISODE # _____

Production #: _____

ADVENTURE TIME



Page _____



Dialog:	(F) Yeah.. she was acting pretty goony down there in general...						
Action:							
Timing:							

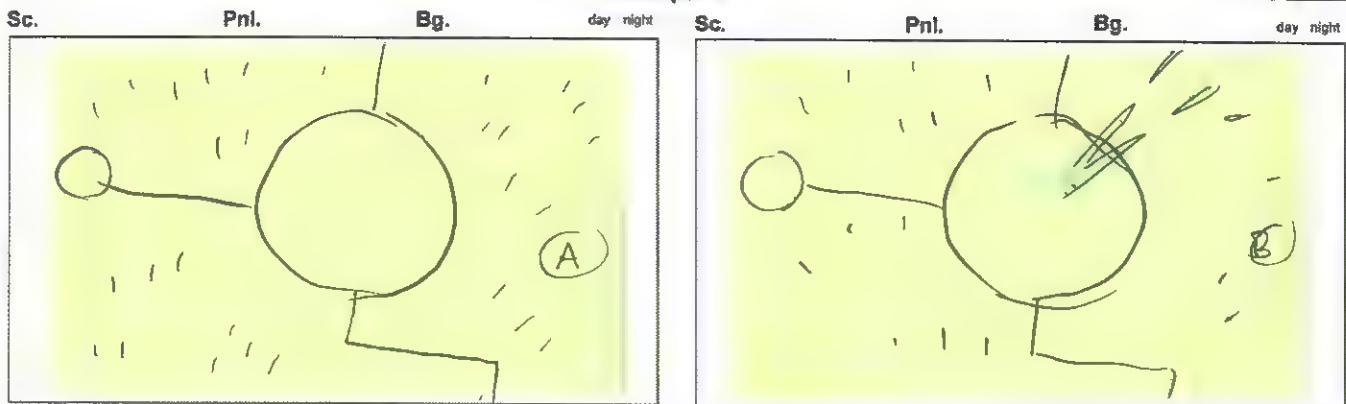
EPISODE # _____

Production #: _____

ADVENTURE TIME



Page _____



EPISODE #

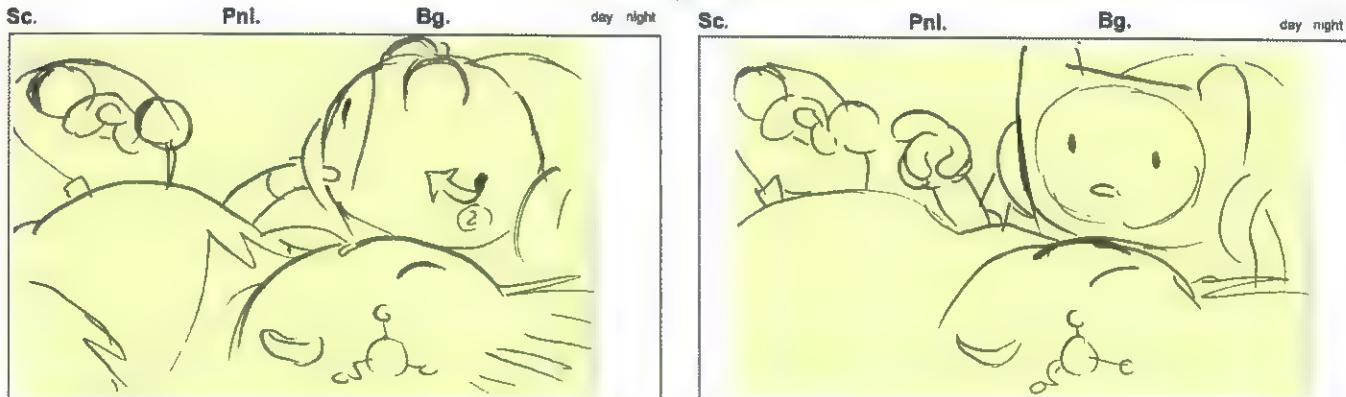
Production :

Dialog:	(SPK) zzzz
Action:	(A)(B)(A)
Timing:	

ADVENTURE TIME



Page _____



EPISODE #

Production :

Dialog:	(F) it's weird...
Action:	(F) it's not like a robo-arm or whatever...
Timing:	

ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
<p>Dialog:</p> <p>(FLOS) what do you think it does?</p>							
<p>Action:</p>							
<p>Timing:</p>							

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
<p>Dialog:</p> <p>(SFX: zzt!)</p>							
<p>Action:</p>							
<p>Timing:</p>							
<p>(F:) Ah!</p>							

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

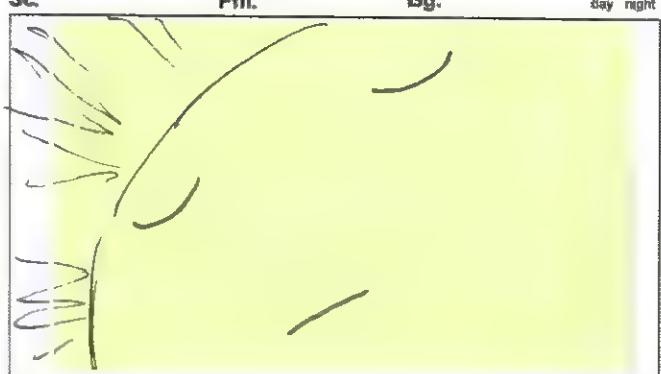
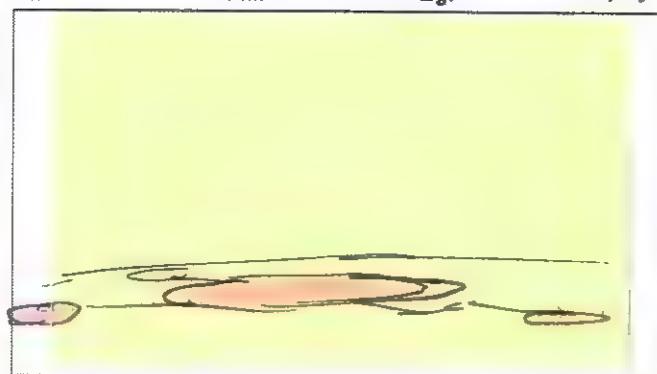
day night

Sc.

Pnl.

Bg.

day night



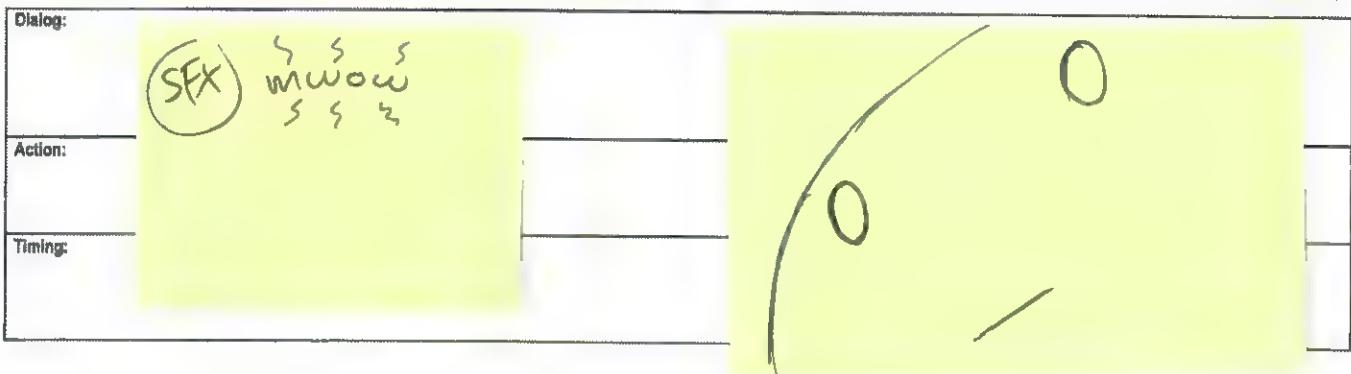
Dialog:

(SFX)

mmow
ssss

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

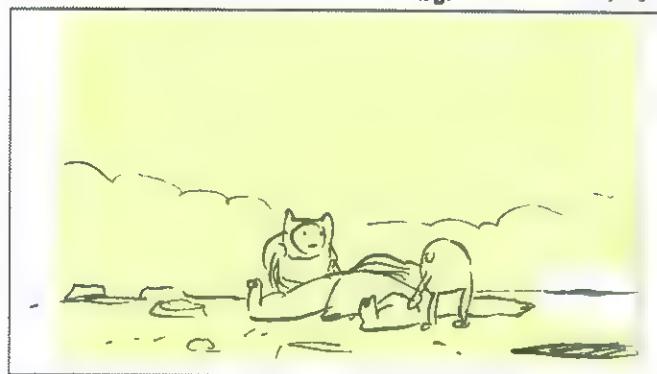
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

(S-) SEEKER XJ-7-7
"STRONG": ACTIVATION
STATUS: OPERATIONAL.



EPISODE #

Production :

ADVENTURE TIME



Page 71

Sc.

Pnl.

Bg.

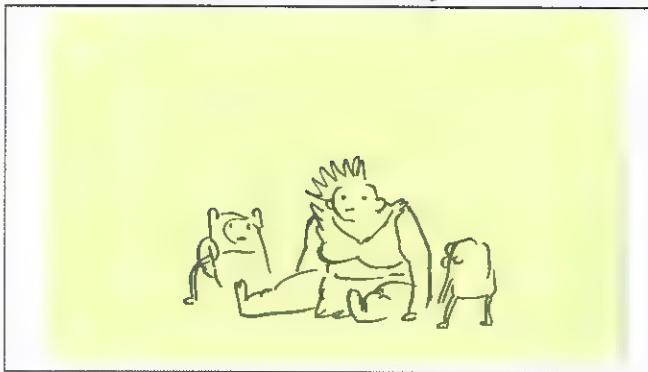
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) ..SUSAN?..

Action:



Timing:

IMPLANT: =Boop=

TURN
then
SET

EPISODE #

Production :

ADVENTURE TIME

SUSAN
+H/U



Sc.

Pnl.

Bg.

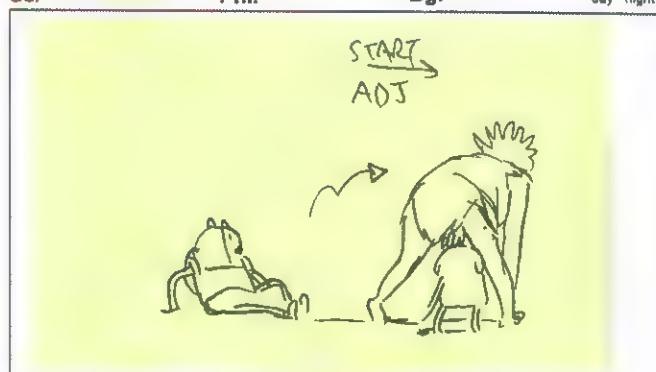
day night

Sc.

Pnl.

Bg.

Page 71
day night



Dialog:

(S:) TARGET
ACQUIRED

Action:



Timing:

FINN what?

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

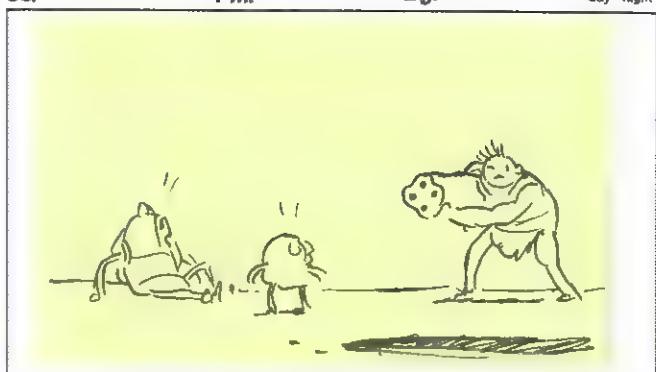
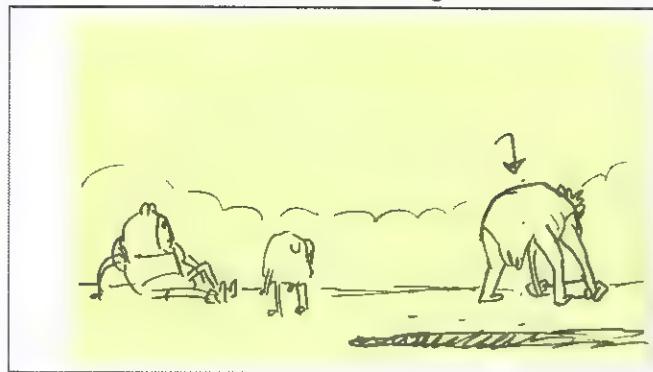
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(GUN PREP SOUND)
CA-CLACK

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

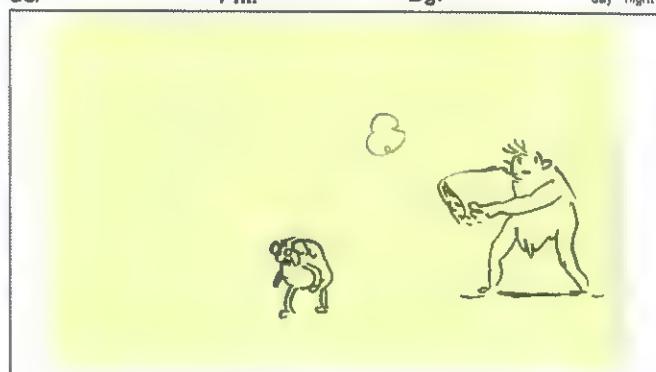
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SEX) POOM

③ TARGET RESTRAINT
PROTOCOL SUCCESSFUL

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

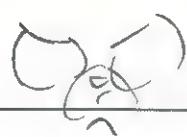


Dialog:

(J:) WHUUUT
THE ...

Action:

Timing:



EPISODE #

Production

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(J:) YAH -

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:

(J:) WHAAAAAA~

Action:

Timing:

TRACK
FINN
SWORD

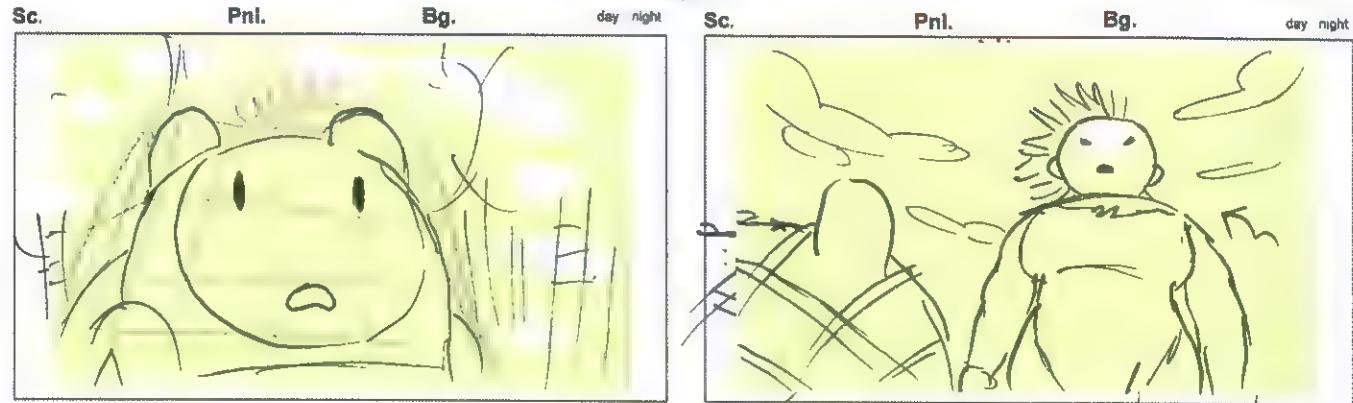
EPISODE #

Production

ADVENTURE TIME



Page _____



Dialog:

(F:) SUSAN..

Action:

Timing:

SUSAN

COMMENCING TARGET →

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

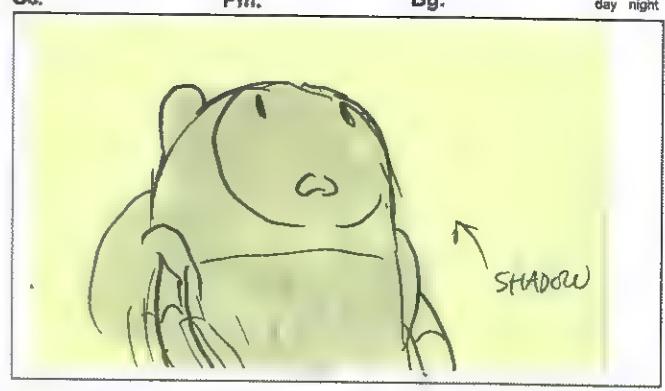
day night

Sc.

Pnl.

Bg.

day night



Dialog:

→ ENGAGEMENT
PROTOCOL

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

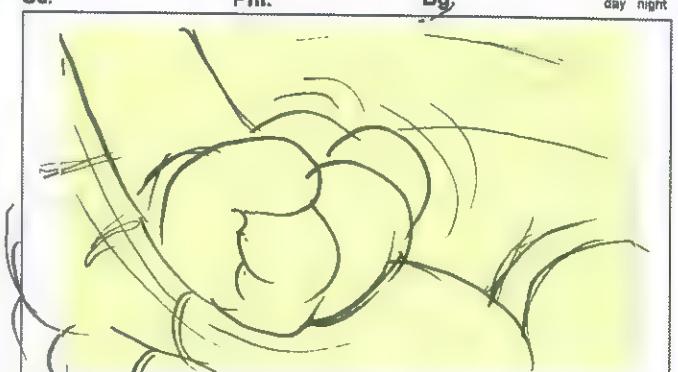
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

SUSAN (OS) (QUIETER)

INITIATE
GRABBING

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F. OS) NO

Action:

Timing:

-REFER TO
GRASS HAND
SPECIFICALLY,

(F:) Susan's our
Friend -

(BANANA GUARD) Uh, hey -

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(BG: OS)

excuse me...

Action:

Timing:

(2)

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

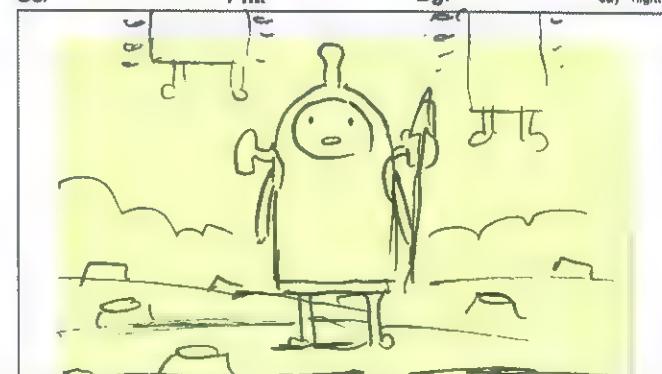
day night

Sc.

Pnl.

Bg.

day night



Dialog

NO SPEARS

Action

Timing

(BG:) Have any of
you seen an
electric eel
around here?

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

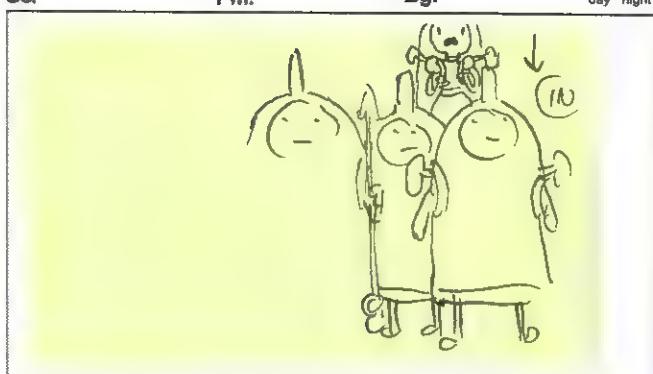
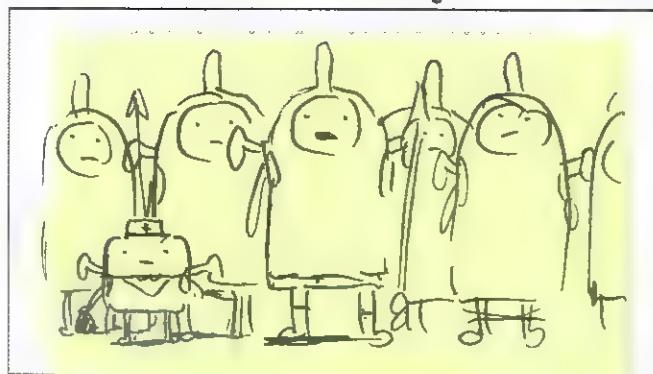
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(B6) → .. we're
supposed to
fight an electric
eel.

Action:

Timing:

EPISODE #

Production :

PB
+ HU
↓

VENTURE TIME



Page _____

Sc.

Pnl.

Bg.

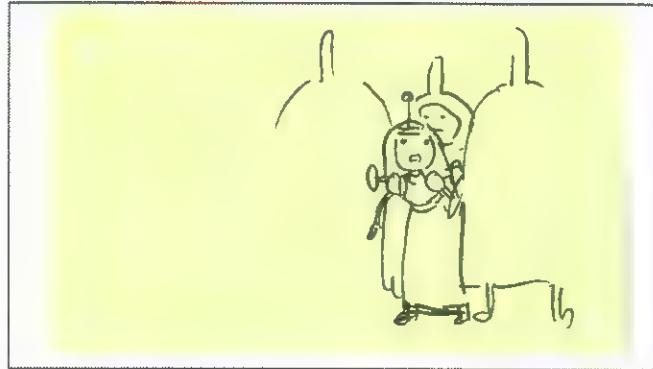
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PB) (pushing through
crowd)

Action:

Finn -

Timing:

What the heck
is going on
here?

EPISODE #

Production :

ADVENTURE TIME



Page 7

Sc.

Pnl.

Bg.

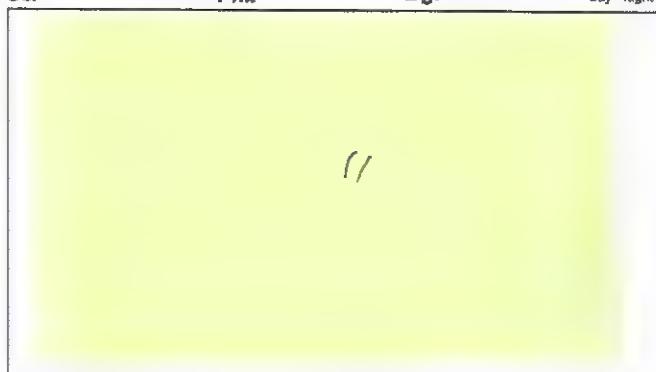
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) Oh - man - listen,
there's something
really wrong
with Susan,

(E) several
things even.

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 8

Sc.

Pnl.

Bg.

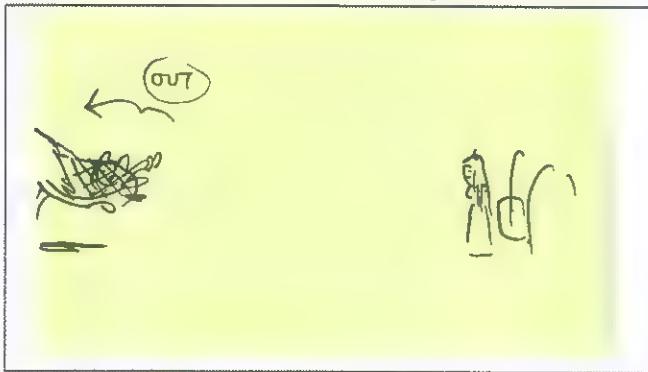
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) Hey!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

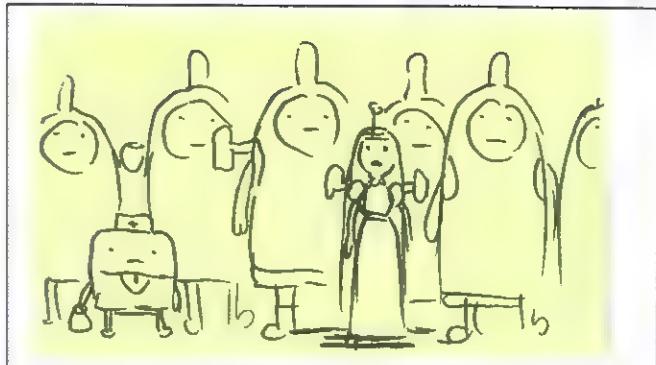
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PB) What?

Action:

Timing:

(PB) New plan guys-
go save
Finn
xx

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

7

Sc.

Pnl.

Bg.

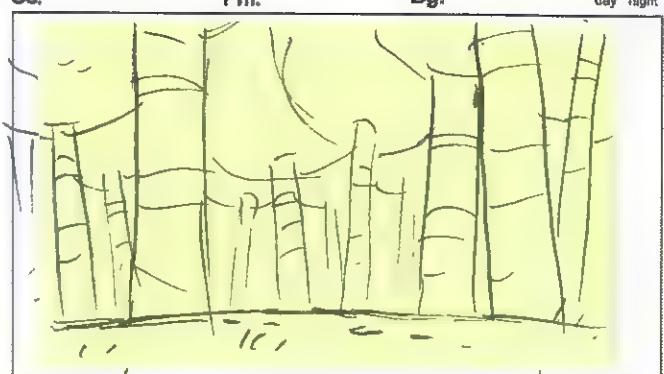
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

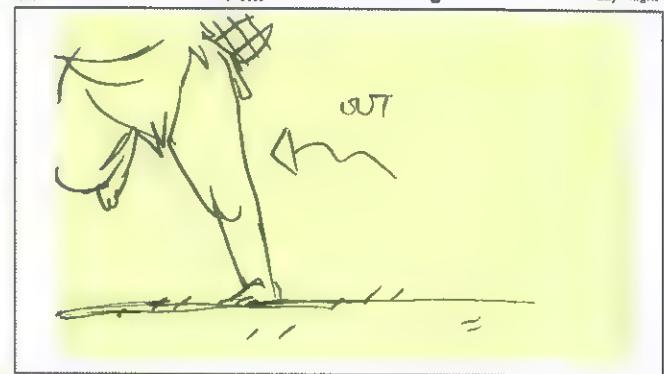
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) oof oof
AAAH!!

Action:

Timing:

EPISODE #

Production

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:	<p>EAT...</p>
Action:	<p>F SUSAN! STOP SUSAN!!! WHAT ARE YOU DOING! HELP! JAKE ANYBODY! HELP ME!</p>
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

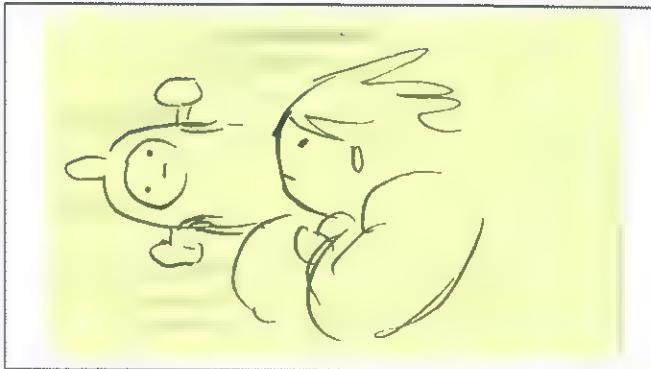
day night

Sc.

Pnl.

Bg.

day night



Dialog:	<p>PRINCESS!! SOMEBODY! HELP!! BLAH BLAH BLAH!!</p>
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) BLAH BLAH
BLAH

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

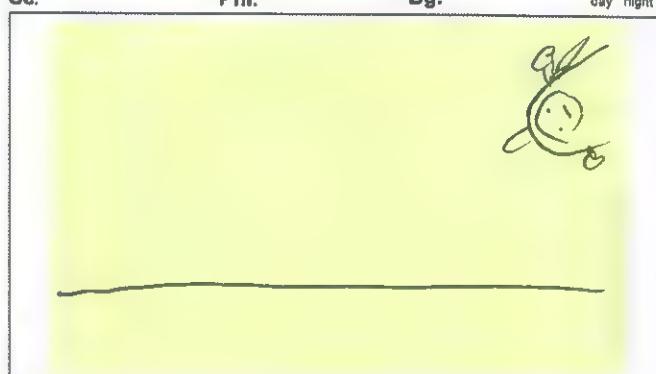
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

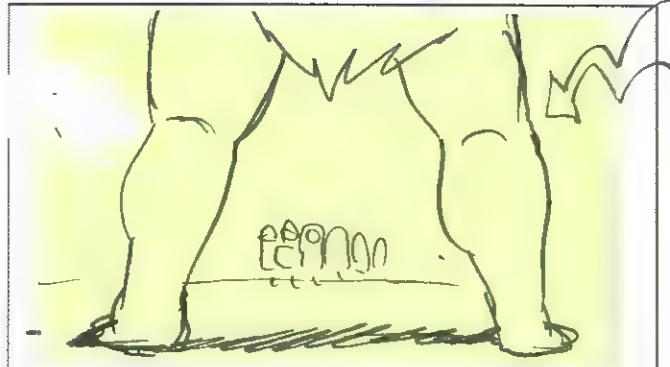
day night

Sc.

Pnl.

Bg.

day night



Dialog:

- EAT -

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

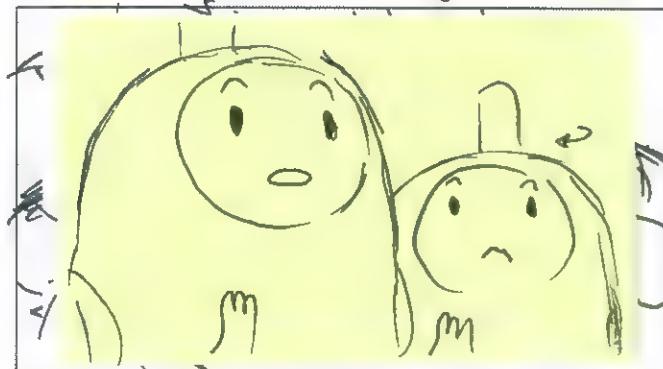
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(B6) Uh... let's
all just take
it easy okay?

Action:

Timing:

(B6) um.. no one
has to get
hurt...
gulp

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

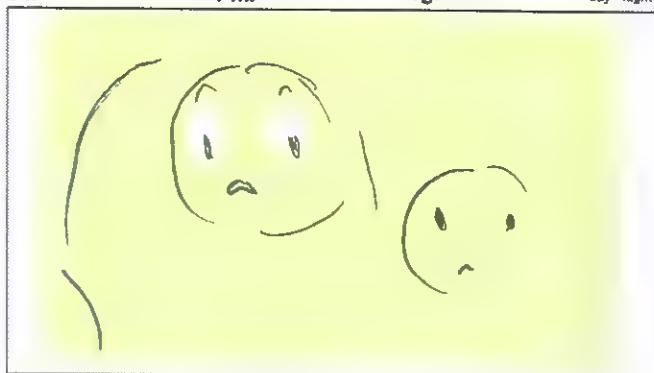
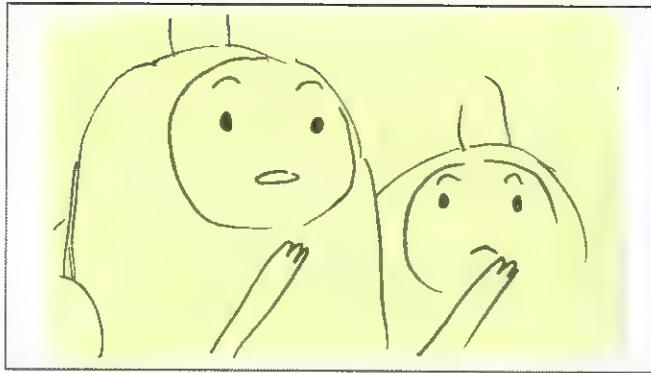
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(BG) Everybody...
just stay
calm
and -

Action:

Timing:

(NP) (OS)
YOU LET HIM
GO YOU
TRANCH!

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

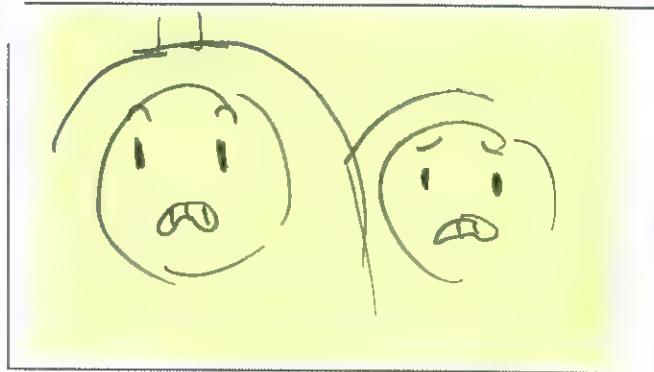
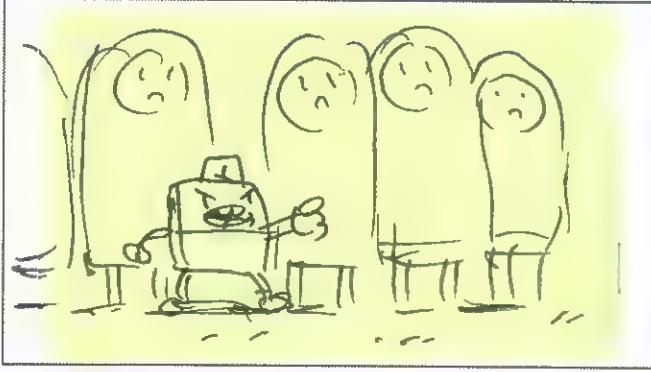
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(NP) WHO DO YOU
THINK YOU ARE!
DO YOU KNOW
WHO YOU'RE
MESSING WITH?

Action:

Timing:

(NP) THE BANANA
GUARDS, THAT'S
WHO!

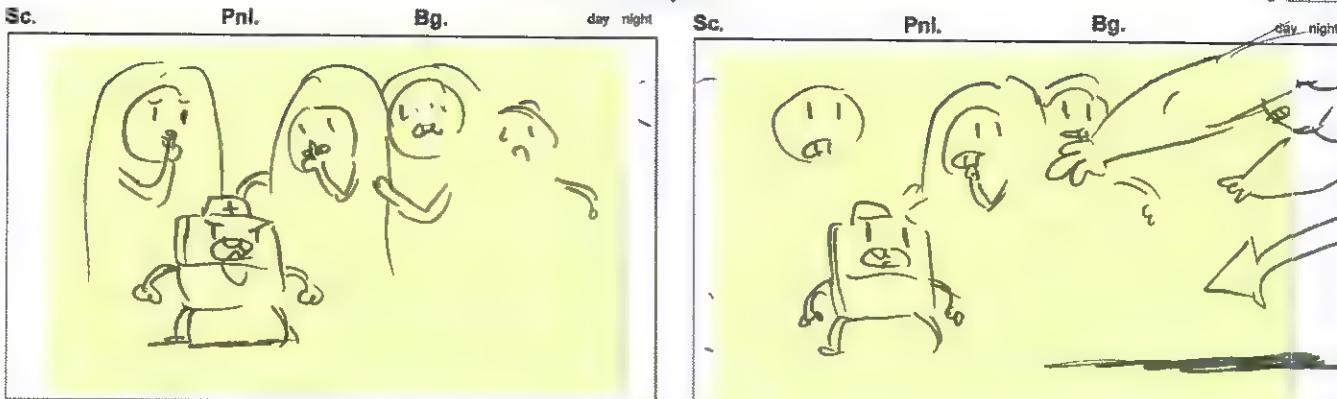
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:	<p>(NP) Bring it on ya</p>
Action:	<p>DIG --</p>
Timing:	

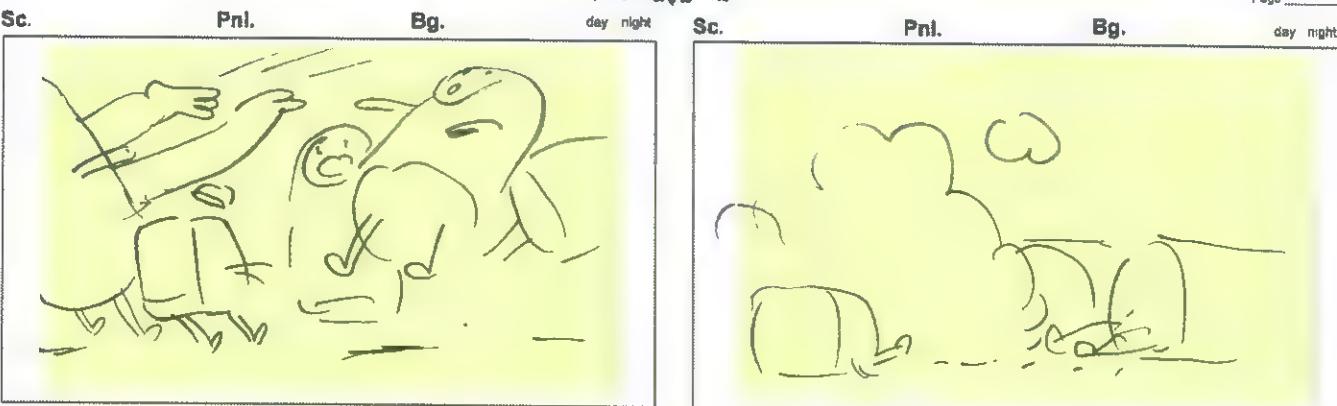
(NP)	YAH!

Production :
EPISODE #

ADVENTURE TIME



Page _____



Dialog:	<p>:: POW ::</p>
Action:	
Timing:	

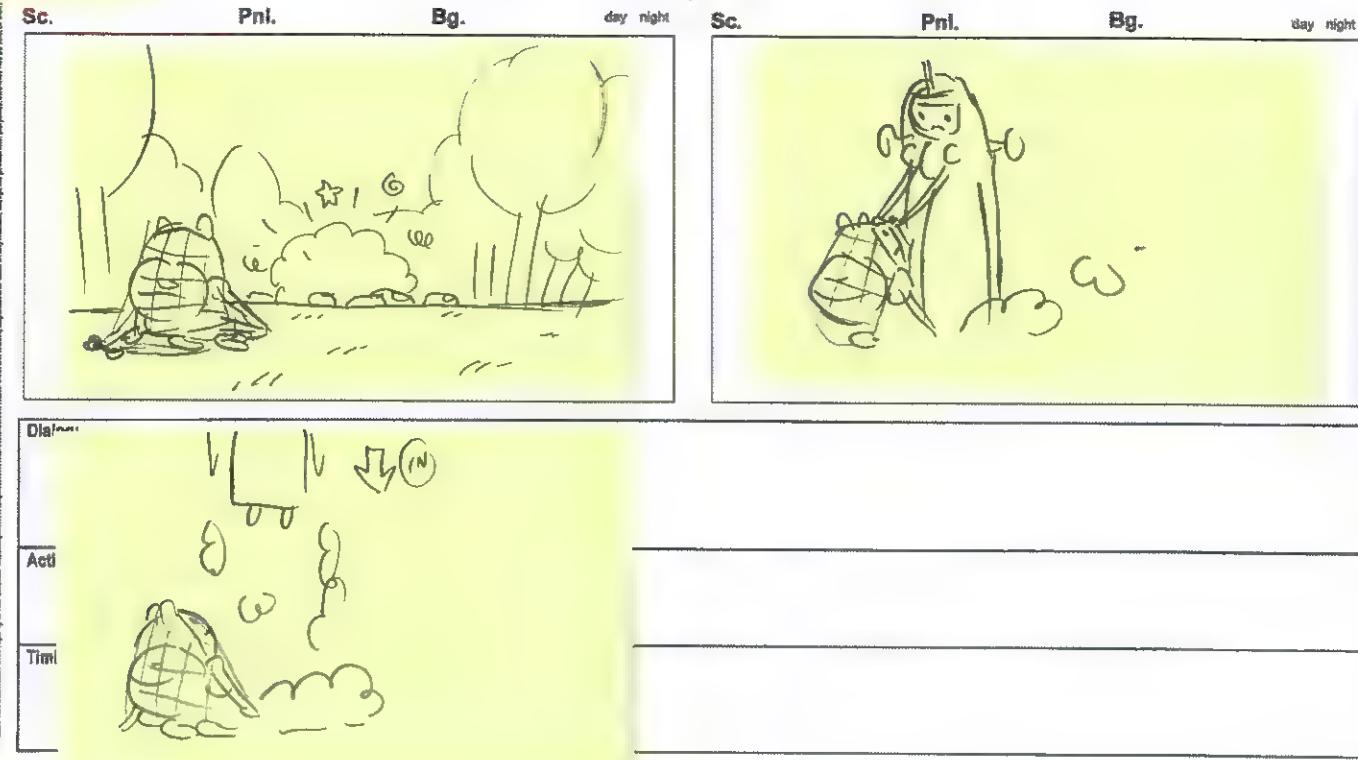
Production :
EPISODE #

- SOME SUSAN
FIGHTING/
KICKING UP
DUST

ADVENTURE TIME



Page _____
16



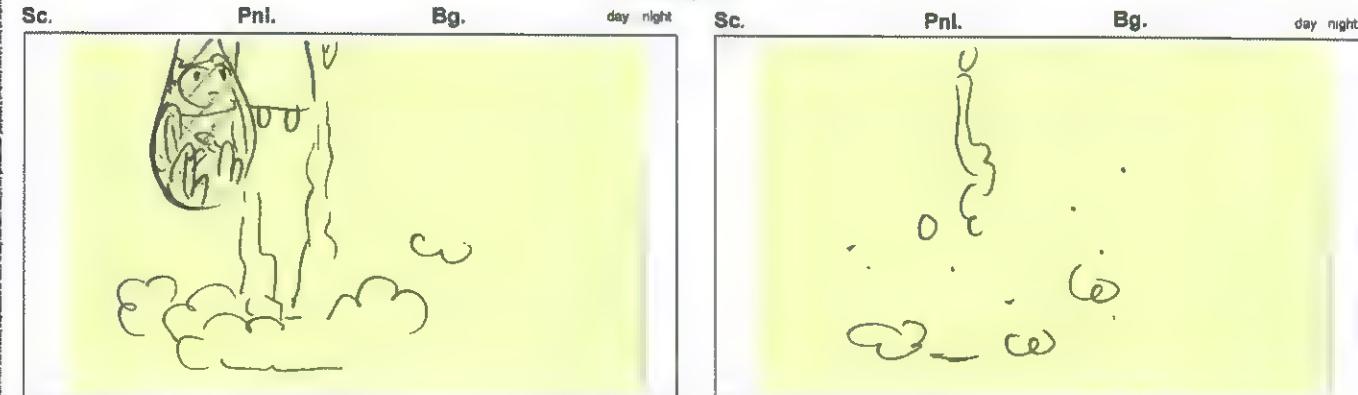
EPISODE #

Production :

ADVENTURE TIME



Page _____
day night



EPISODE #

Production :

ADVENTURE TIME



Page _____
1

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



BOOP
BOOP
BOOP

EPISODE #

Production :

ADVENTURE TIME



Page _____
1

Sc.

Pnl.

Bg.

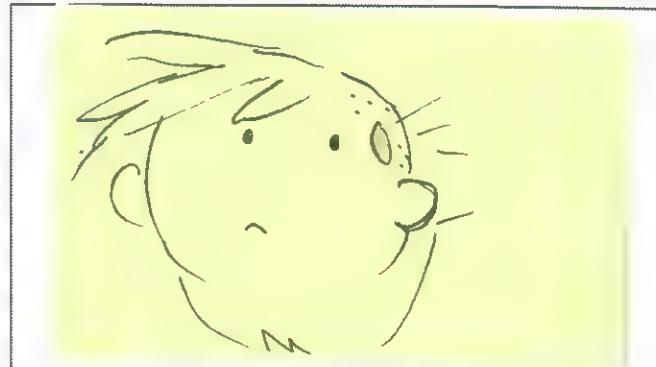
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

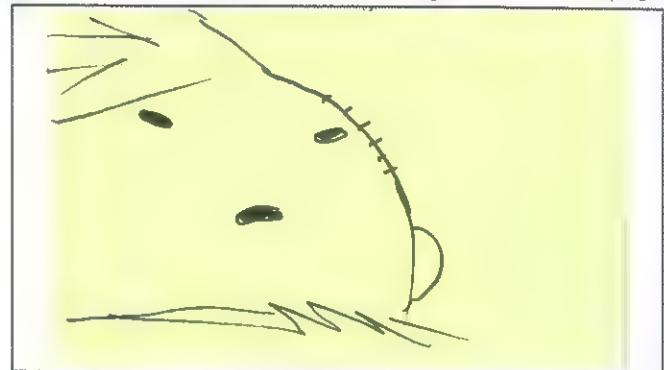
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

(S:) TARGET
ESCAPING

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

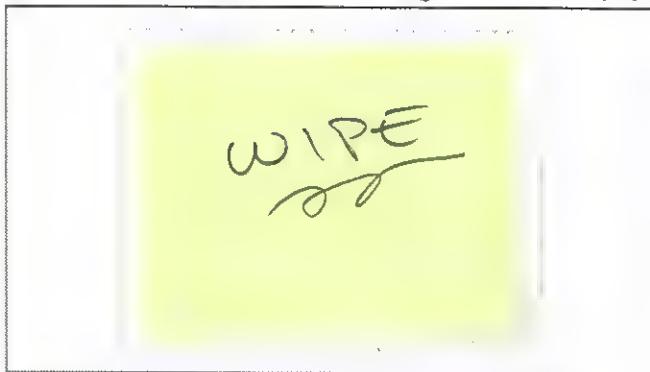
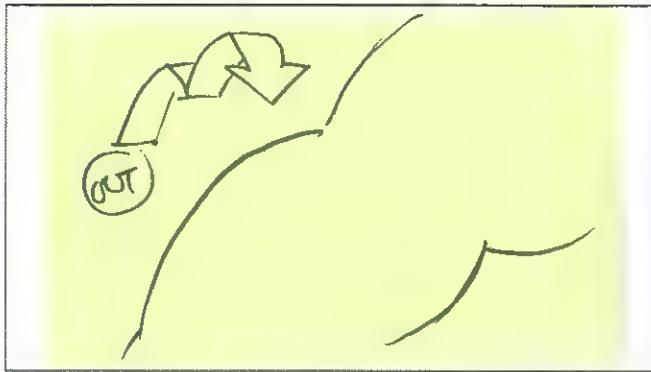
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(S) PURSUE.

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(P) Mom, you're
really tangled
up good...

Action:

Timing:

(E) AW!

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

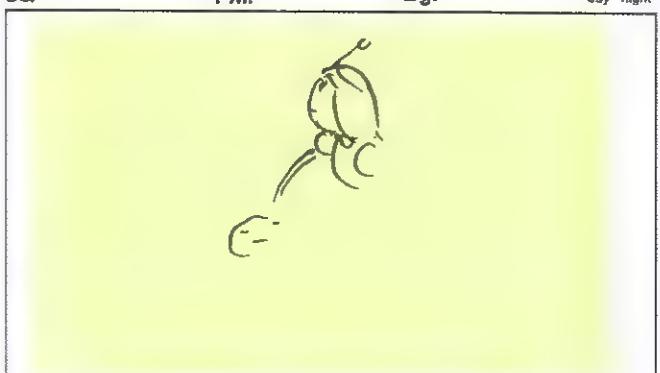
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PB) sorry -

Action:

Timing:

(GG) OS
WARNING
WARNING

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

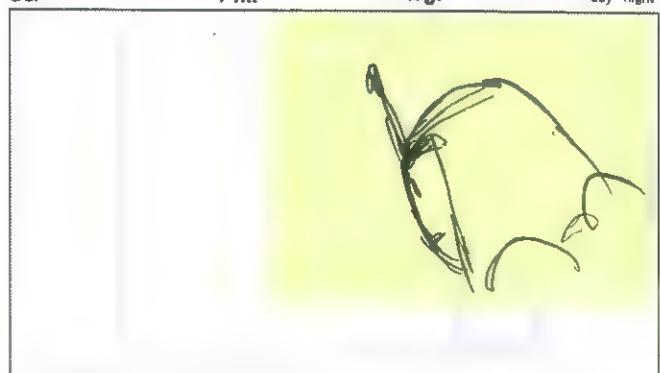
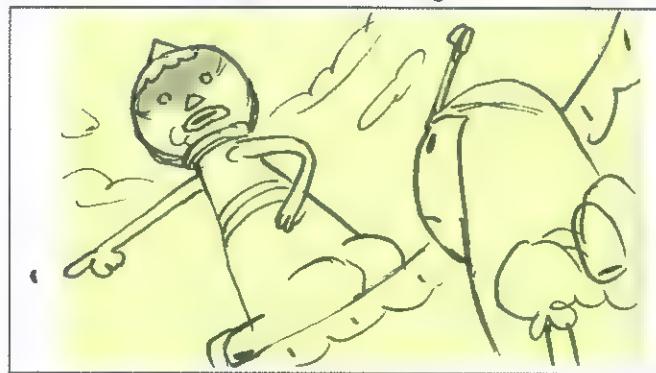
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(GG) ANGRY
PRESENCE
DETECTED,
~~FATHOMS~~

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

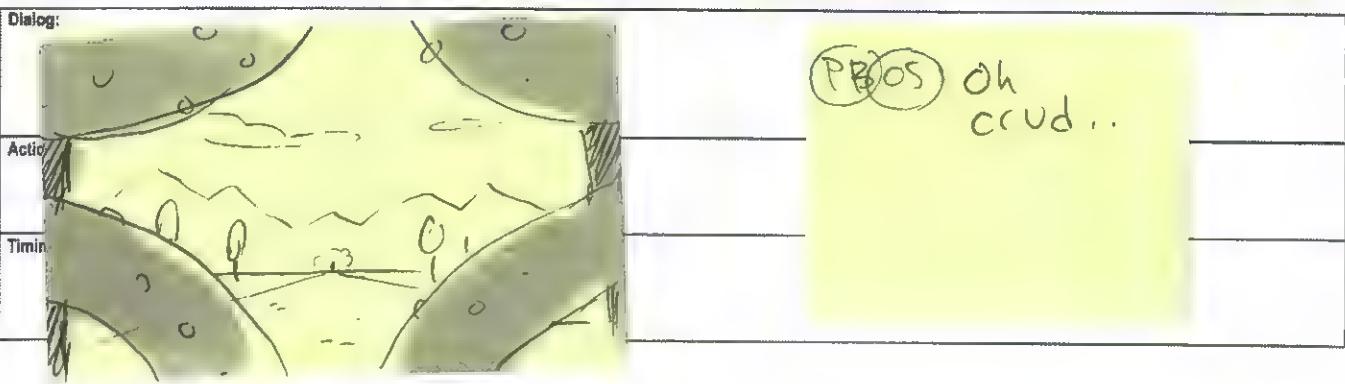
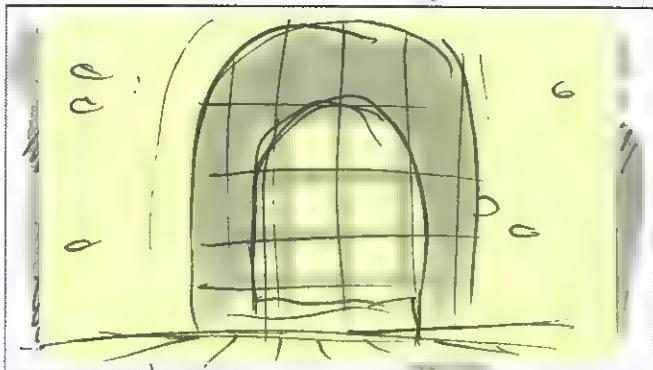
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

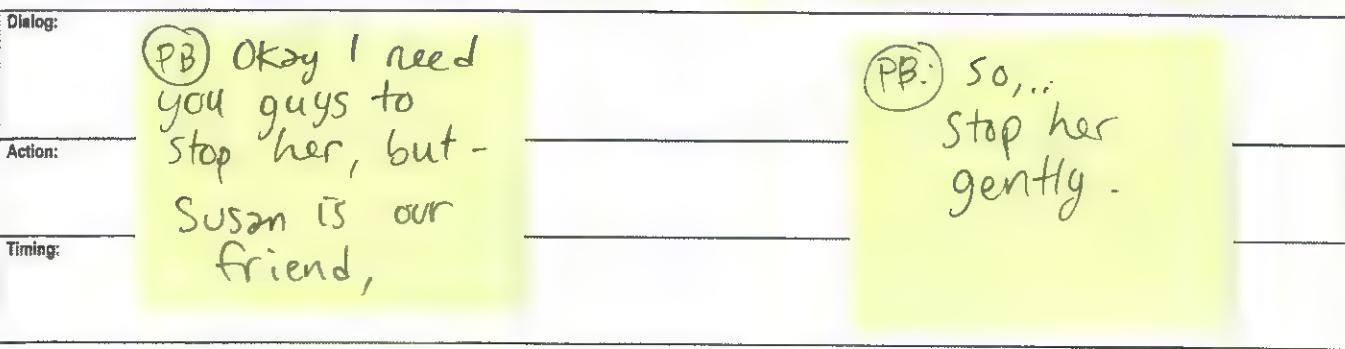
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

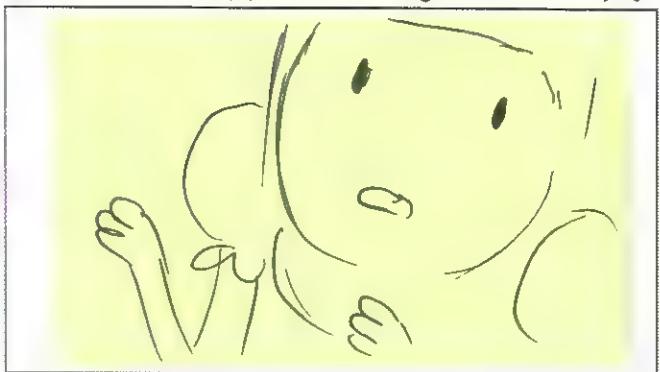
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(GG) STOMP HER
GENTLY -
GOT IT.

Action:

Timing:

What - no -

just...

c... (starts word,
thinks better)

no ... (")

EPISODE #

Production

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PB) um...
carefully...
contain -
(GG) KILLETRAIN

Action:

Timing:

(PB) No no - just

(SFX) BASH
BASH



EPISODE #

Production

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

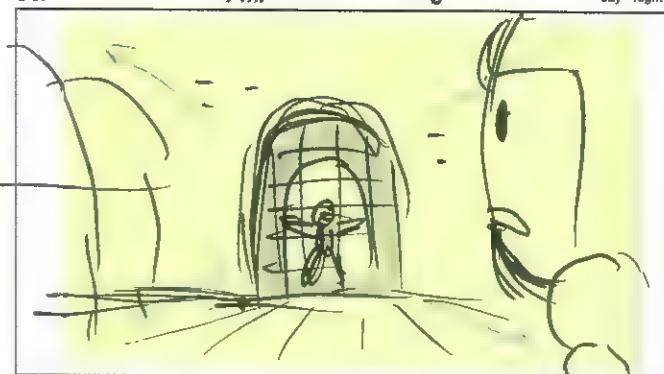
day night

Sc.

Pnl.

Bg.

day night



Dialog:



Action:

SMASH!

Timing:

(PB)

JUST DO
SOMETHING!

(SUSAN)

RRR - -

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

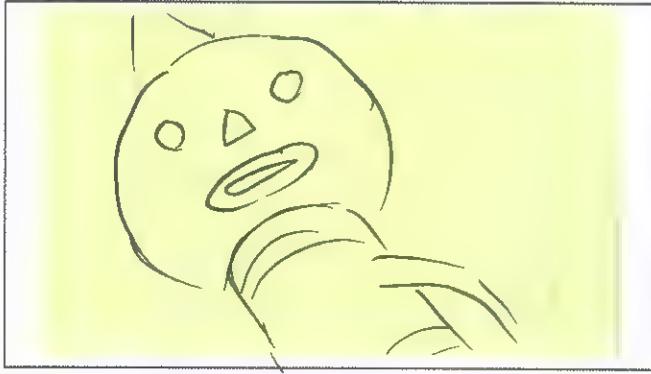
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SG) YES
PRINCESS

Action:

Timing:

SFX: : CHARGE :
UP

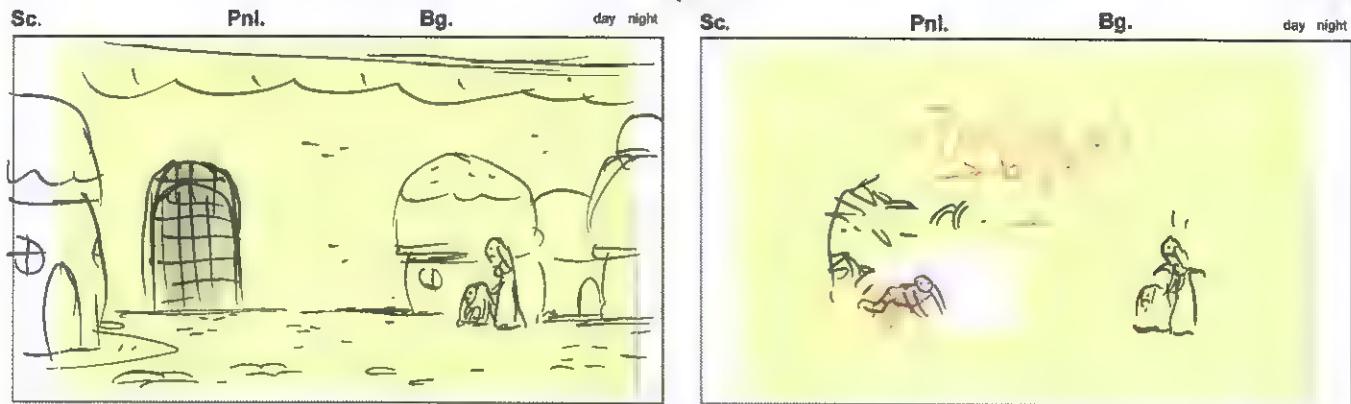
EPISODE #

Production :

ADVENTURE TIME



Page _____
11



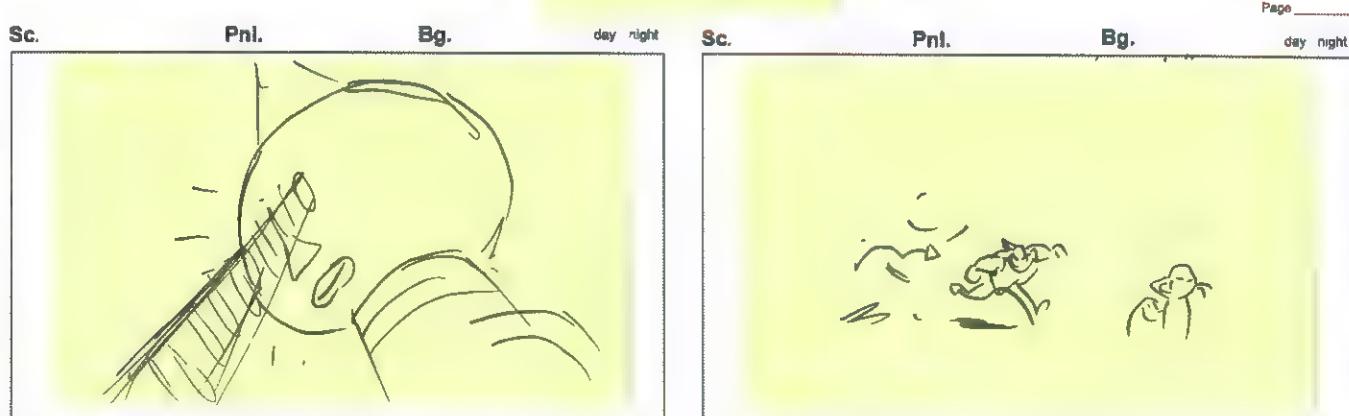
Dialog:	SUSAN) RRR- SFX SMASH!
Action:	
Timing:	(2)

EPISODE #

Production

ADVENTURE TIME

+S.P.
SUSAN SIZE



Dialog:	
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Page C 9

Sc.

Pnl.

Bg.

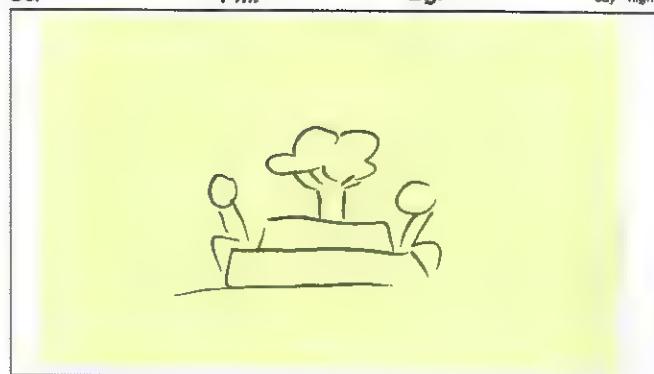
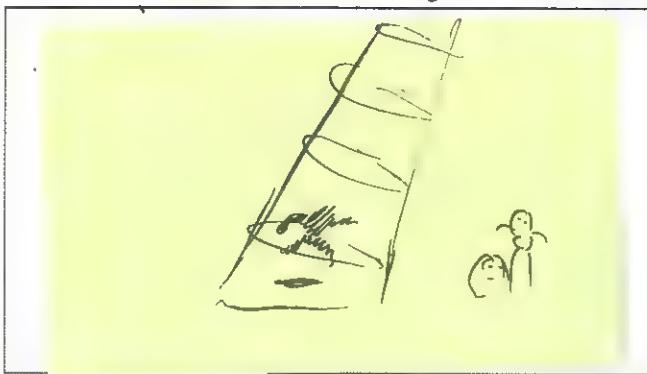
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

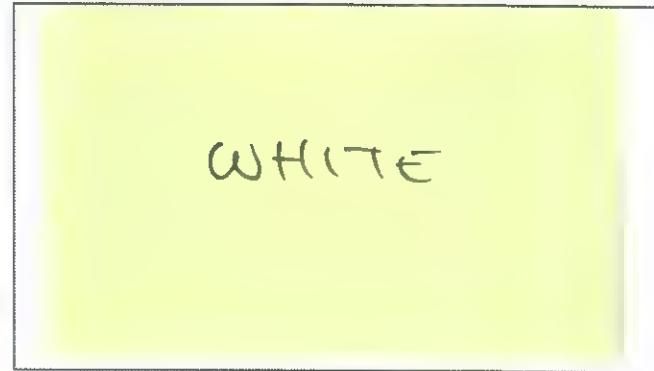
day night

Sc.

Pnl.

Bg.

day night



Dialog:

- BEAT -

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

= ear-ringing =
noise

SFX WAH-WAH
WAH

Action:

(FINN) * coughing *

Timing:



ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PULSING) WAH-WAH-WAH

Action:



Timing:

(SUSAN)

ENERGY
ABSORPTION
SUCCESSFUL

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) (mouths) what the ..

Action:

(SEK) WAH! WAH! WAH!

Timing:

SUSAN EXECUTE PHASE TWO

:STRETCH:
NOISES

EPISODE #

Production

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

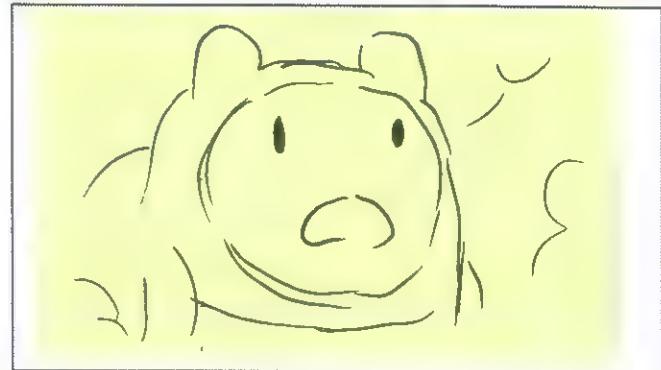
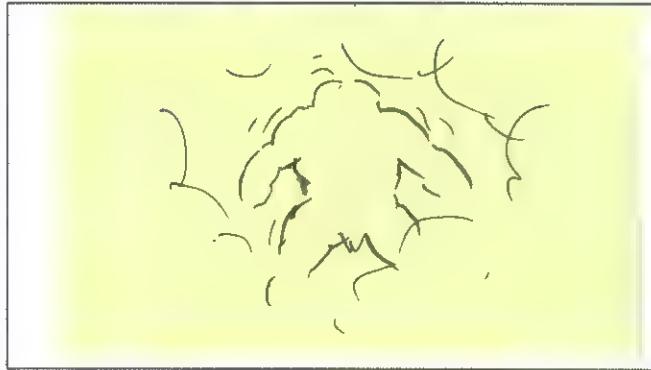
day night

Sc.

Pnl.

Bg.

day night



Dialog:

:STRETCH:

Action:

(SLOW STEADY GROWTH)

(-.-) O

Timing:

EPISODE #

Production

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

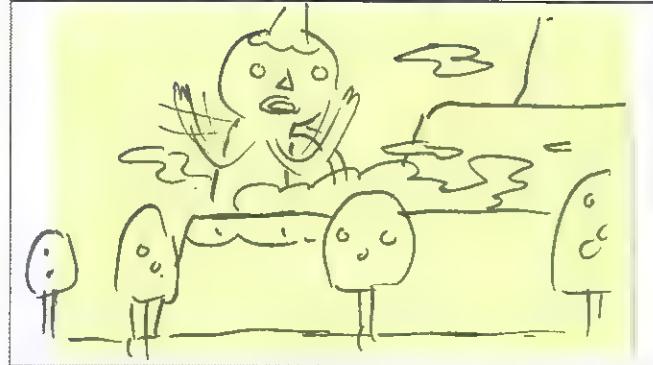
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(G.G.) oh shoot -
SORRY -

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(P.B.) * cough *

Action:

Timing:

(P.B) : COUGH :
COUGH :

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

EPISODE #

Production :

Dialog:

(PB) Finn - - cough -
where are
y - -

- PB
HY
GRAB

Action:

Timing:



(PB) WAH!

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

EPISODE #

Production :

Dialog:

(F) PRINCESS!?

Action:

Timing:



ADVENTURE TIME



Page _____
111

Sc.

Pnl.

Bg.

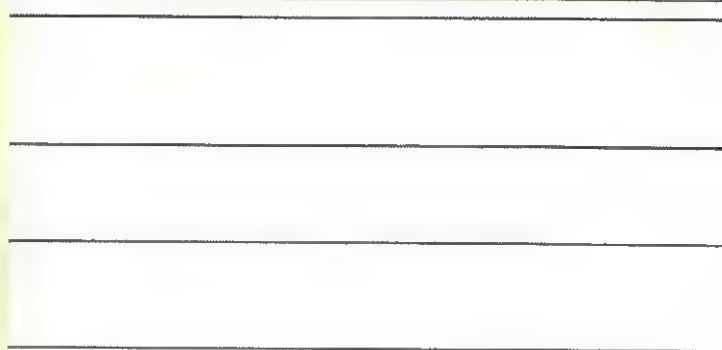
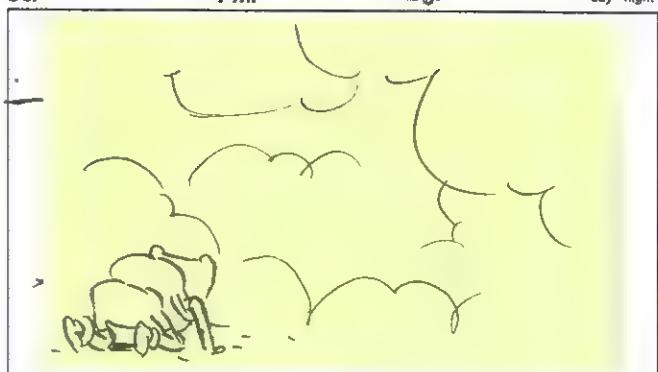
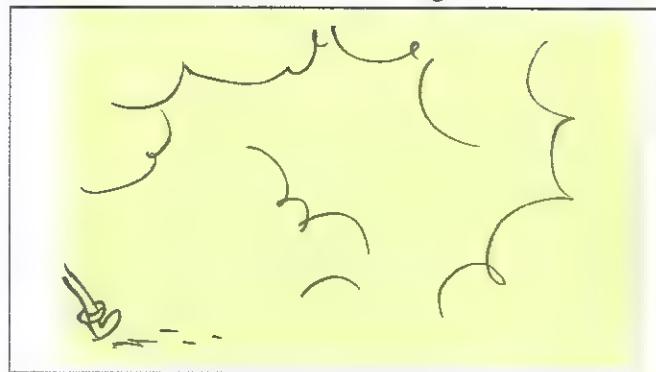
day night

Sc.

Pnl.

Bg.

day night



ADVENTURE TIME



Page _____
112

Sc.

Pnl.

Bg.

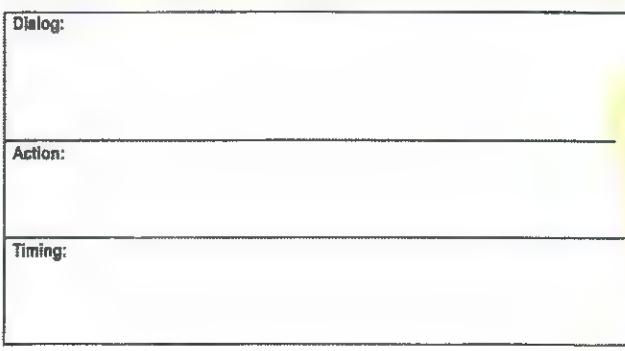
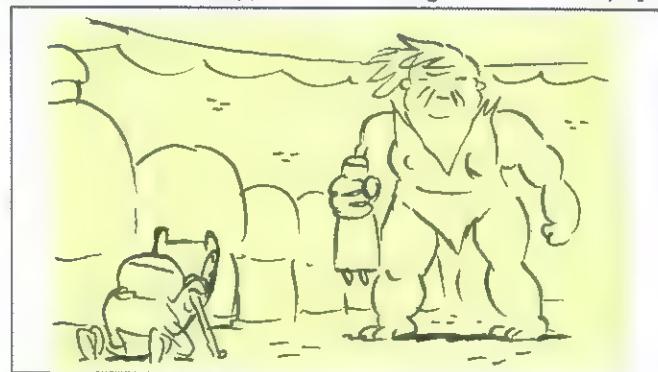
day night

Sc.

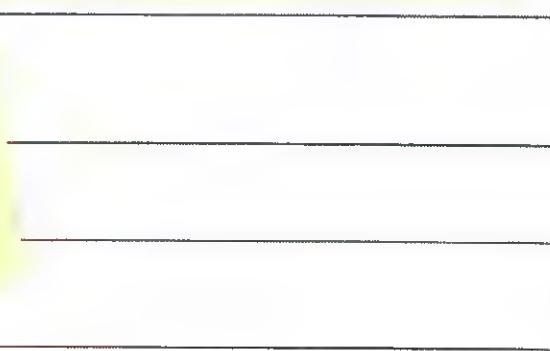
Pnl.

Bg.

day night



BREAK-
DOWN
OF
DUST
CLEAR



EPISODE #

Production :

EPISODE #

Production :

ADVENTURE TIME



Page 55

Sc.

Pnl.

Bg.

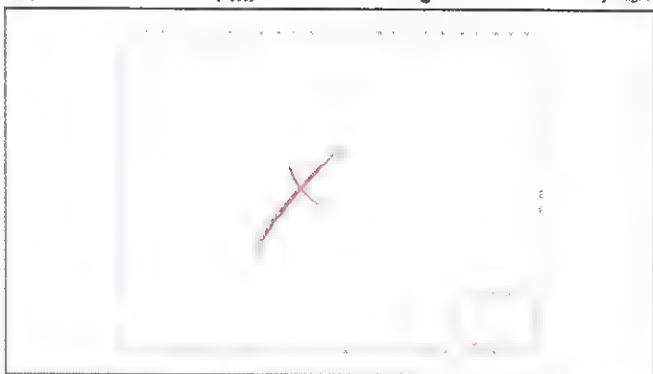
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SUSAN:

ELIMINATING
BUSY BODY

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

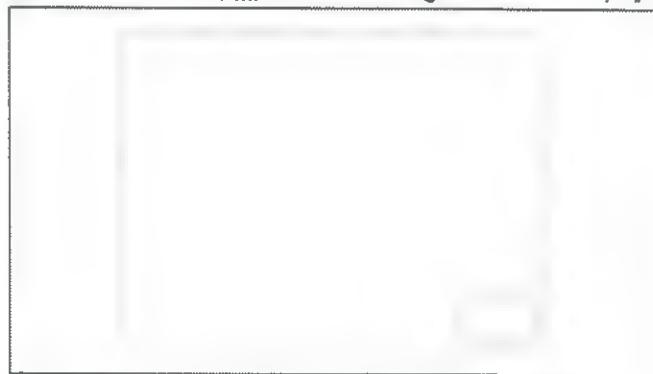
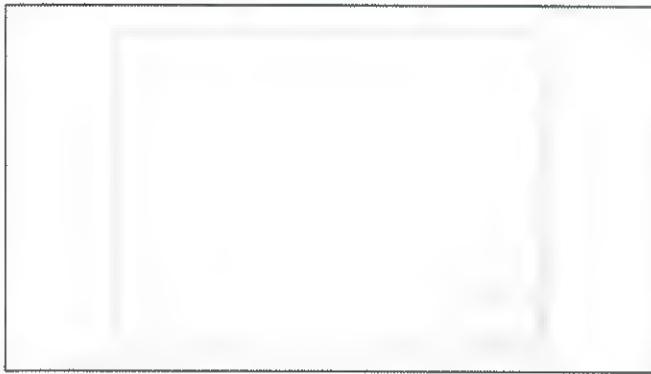
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 1

Sc.

Pnl.

Bg.

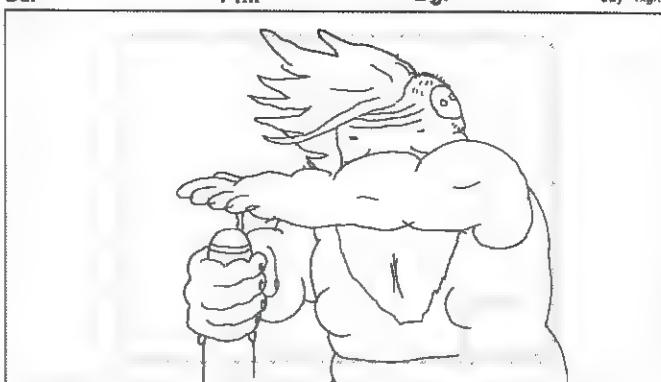
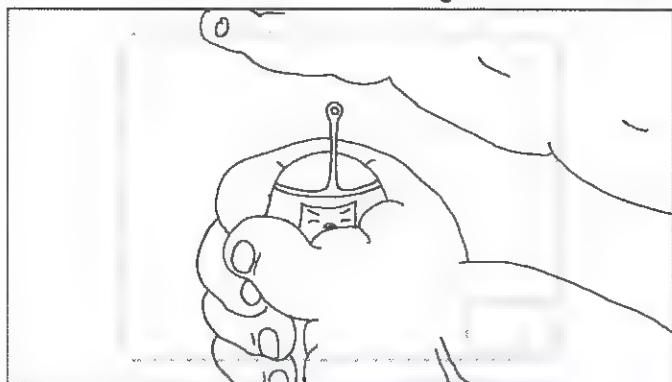
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PB) NNN!

Action:

~~BB + PLE~~ (2)
HAND PROGRESSED
Down N.
+ SHAD. OVER
PB. MAYBE?

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 1

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(RB) UNHAND HER, BRUTE!

Action:

THE WIND UP.

Timing:

EPISODE #

Production :

ADVENTURE TIME



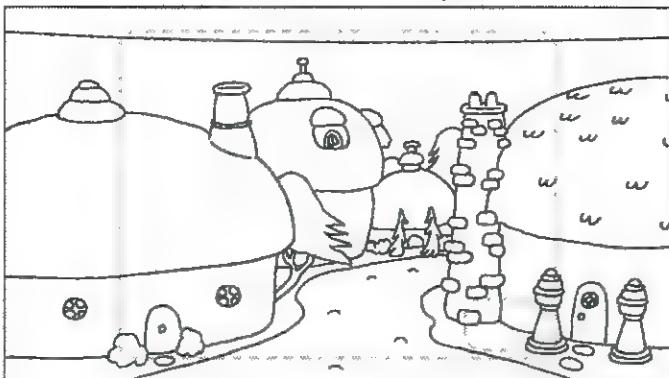
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Sc.

Pnl.

Bg.

day night



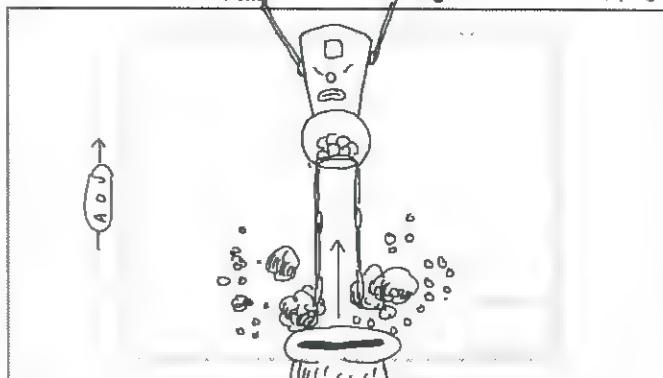
Sc.

Pnl.

Bg.

Page 2

day night



EPISODE #

Production :

Dialog:

(RB)s I CANNOT HIDE IN THE
SHADOWS ANY LONGER!

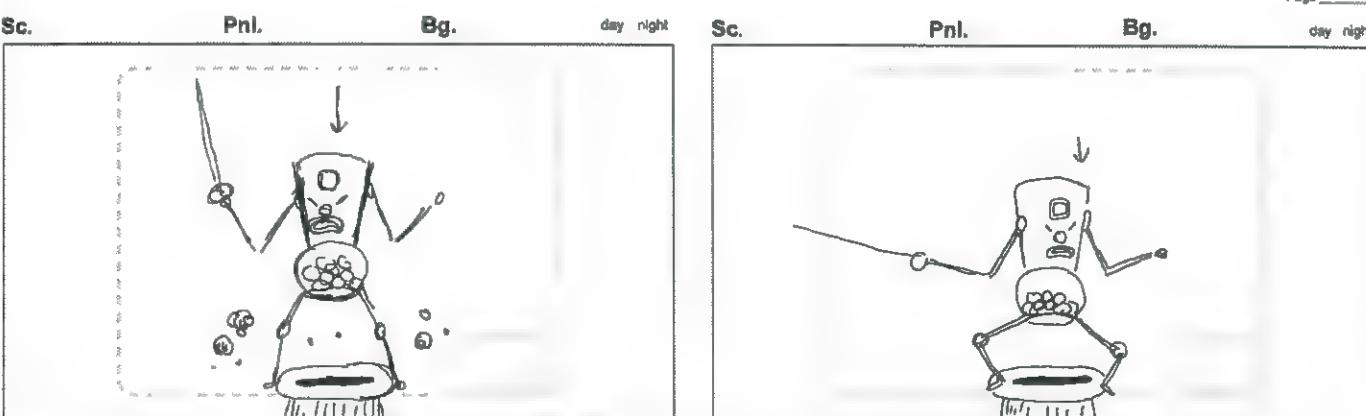


Sc.

Pnl.

Bg.

day night



Page _____

day night

EPISODE #

Dialog:

(RB) RATTLE BALLS IS IN
THIS TOO!

Action:



Timing:

Production :

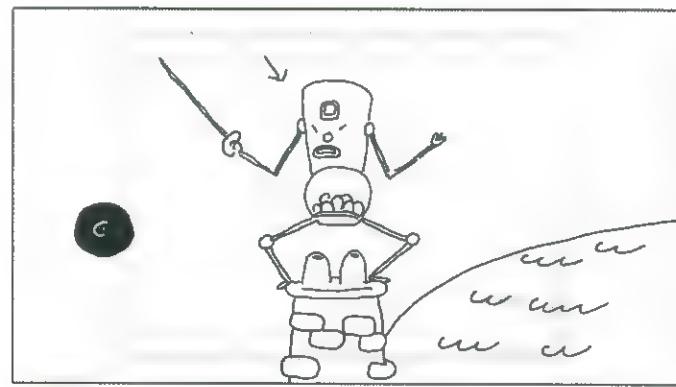
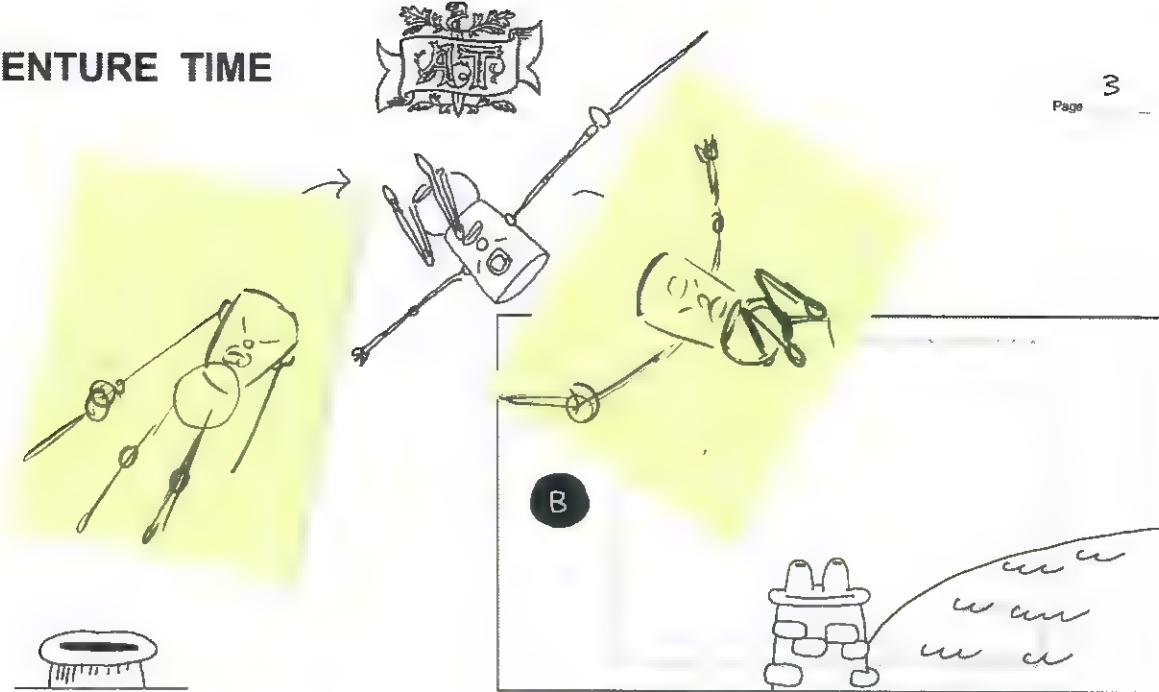
+ BREAK
DOWNS

VENTURE TIME



Page

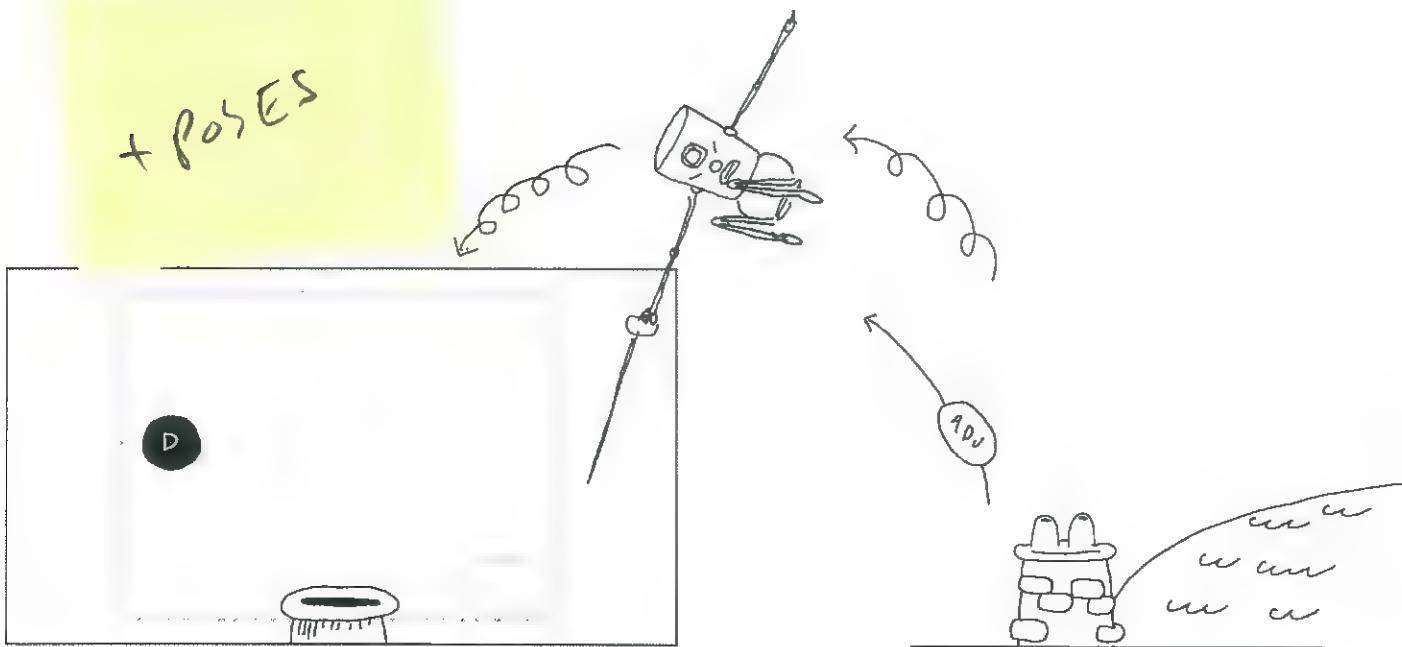
3



A B C D
A B C D A

(RB) HYUP!
HYAT!
HOOP!
HWAP!

+ POSES

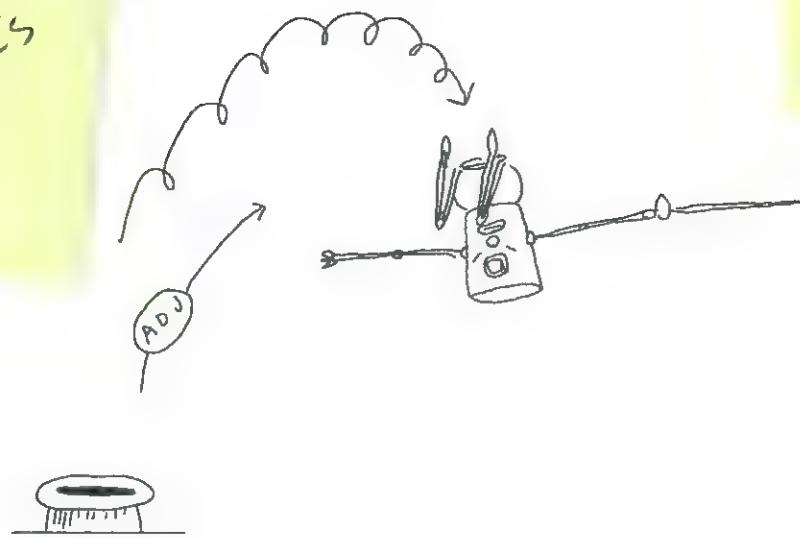


ADVENTURE TIME



Page 4

+ POSES



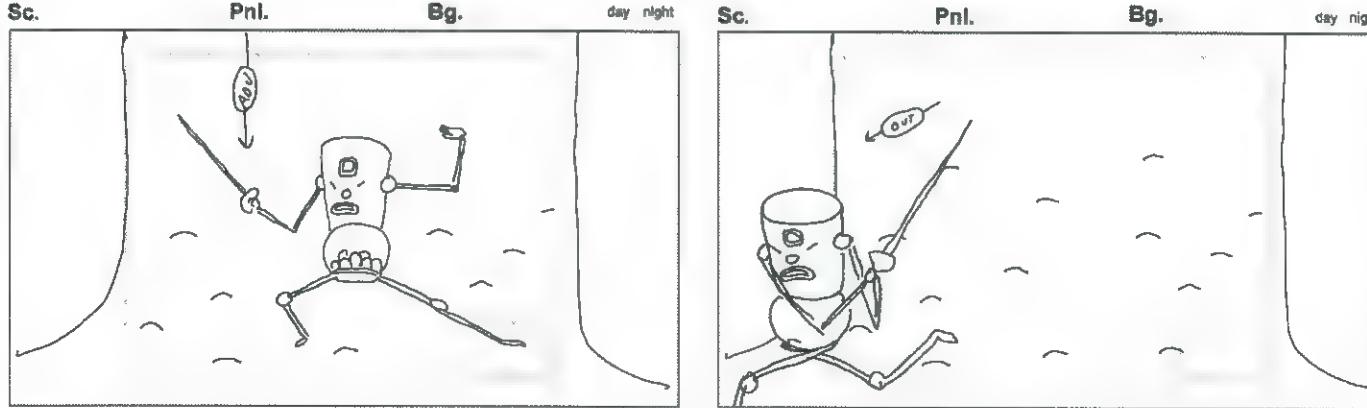
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:

(B) RAAAH!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page S

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

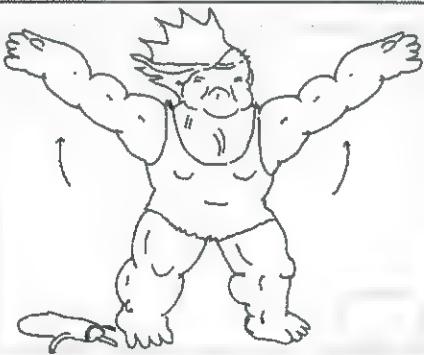
day night

Sc.

Pnl.

Bg.

day night



Dialog:

DRAGH!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 6

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
R A A A R !							
Action:							
Timing:							

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
KEEP S. A LITTLE MORE Screen Rt.							
Action:							
Timing:							

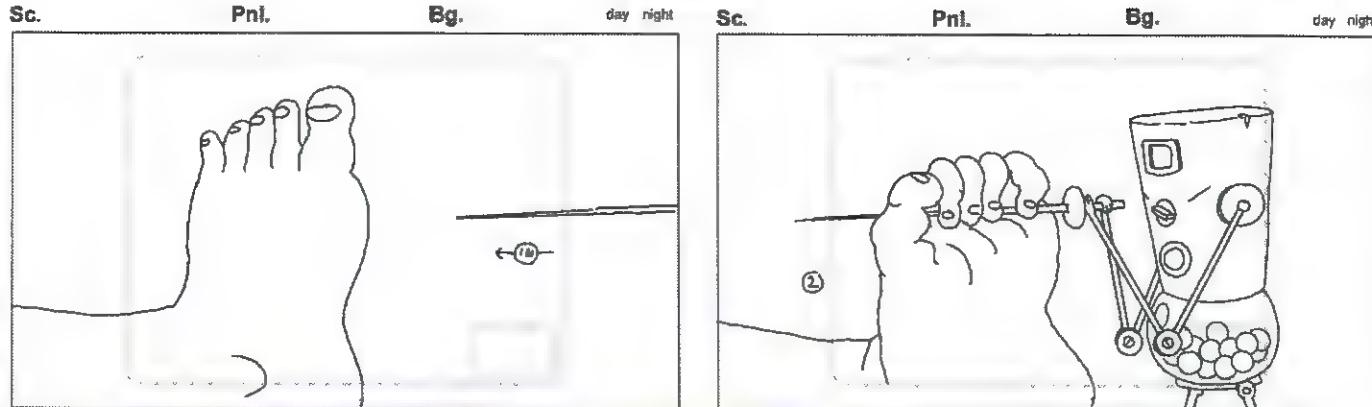
EPISODE #

Production :

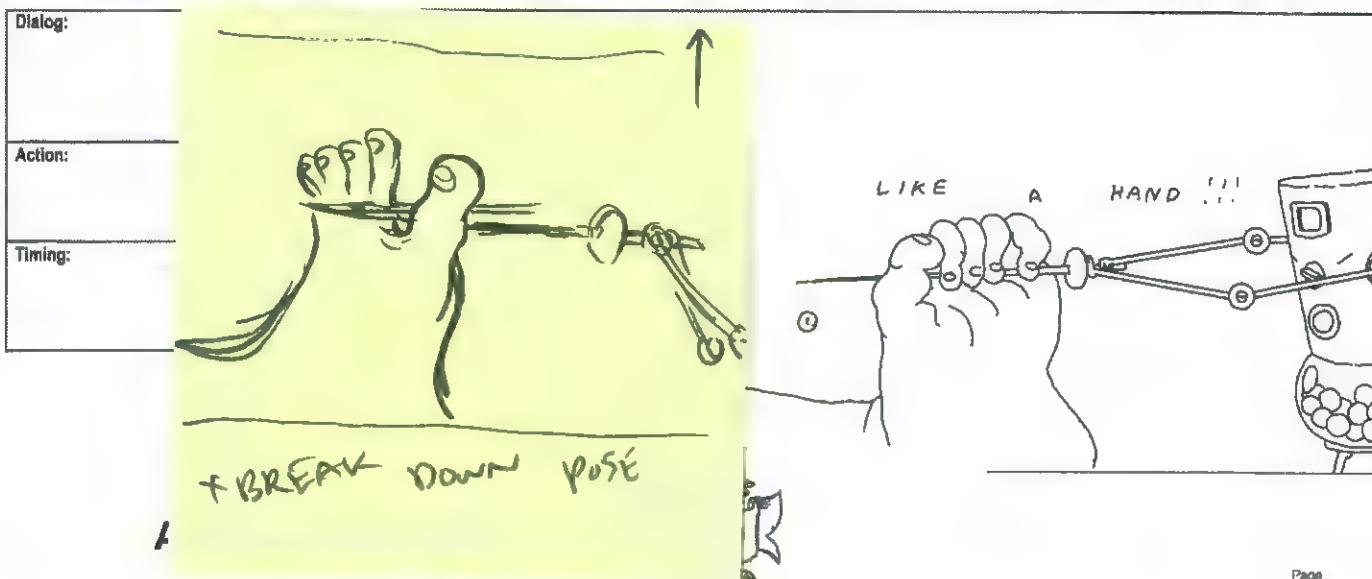
ADVENTURE TIME



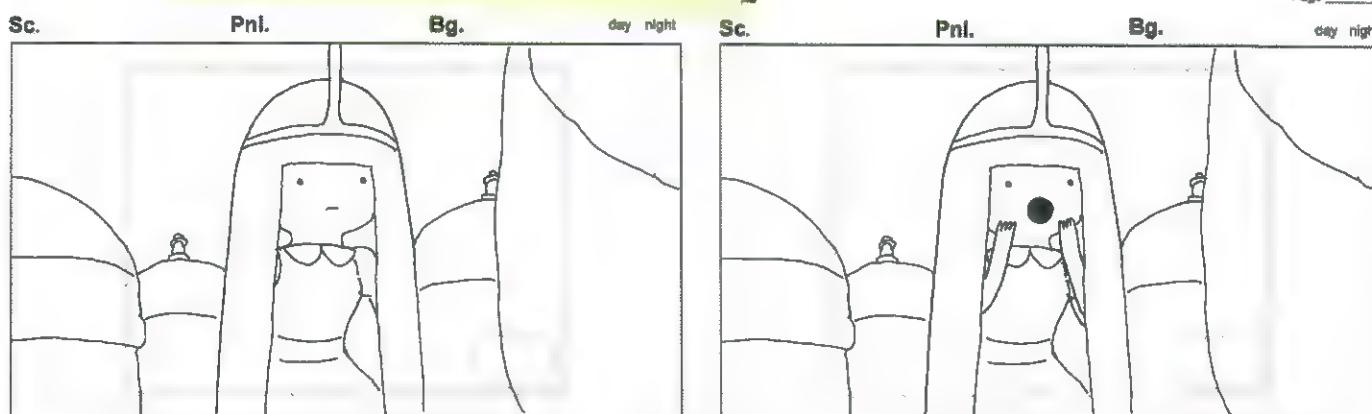
Page 7



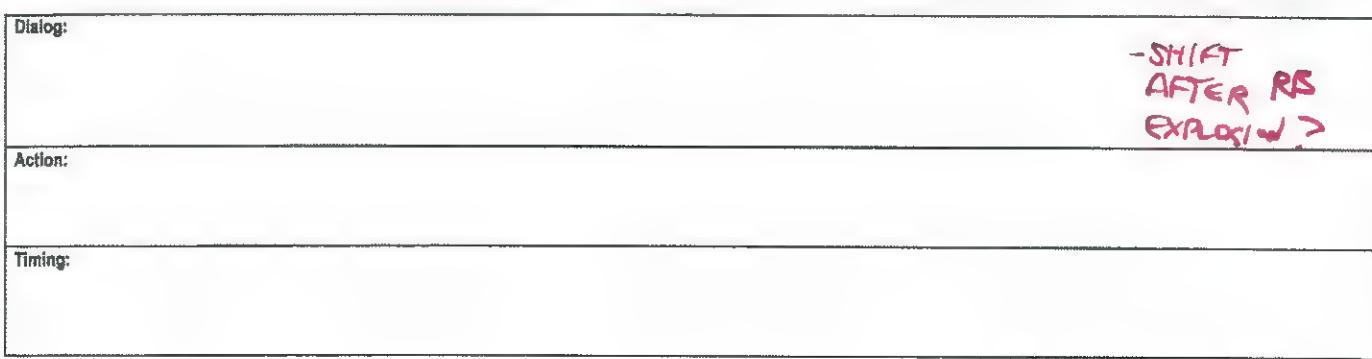
EPISODE #



Production :



EPISODE #

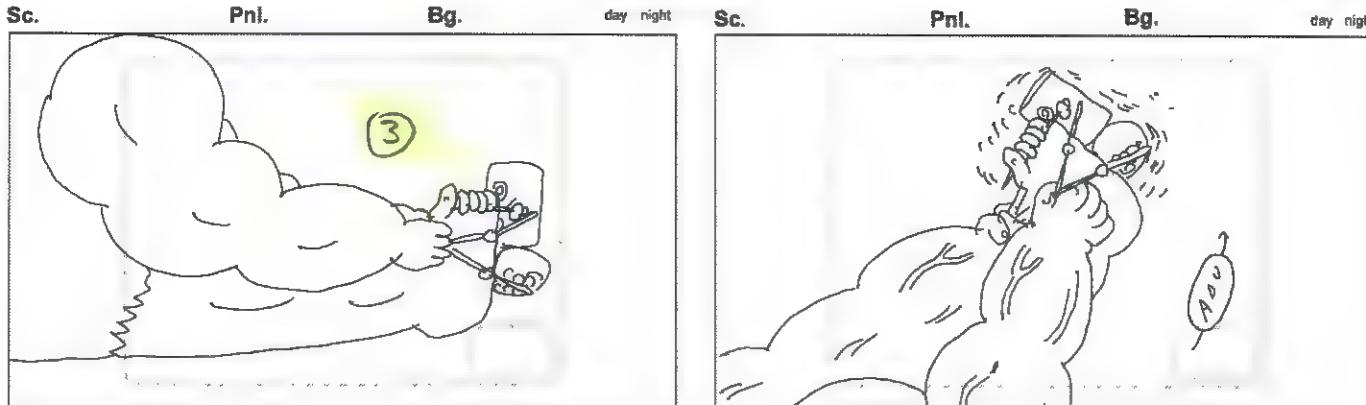


Production :

ADVENTURE TIME



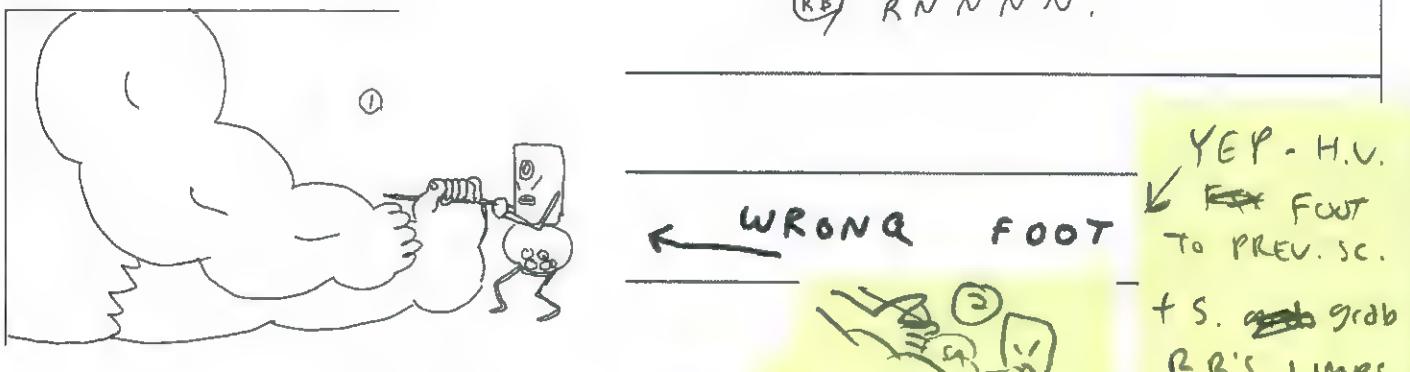
Page 8



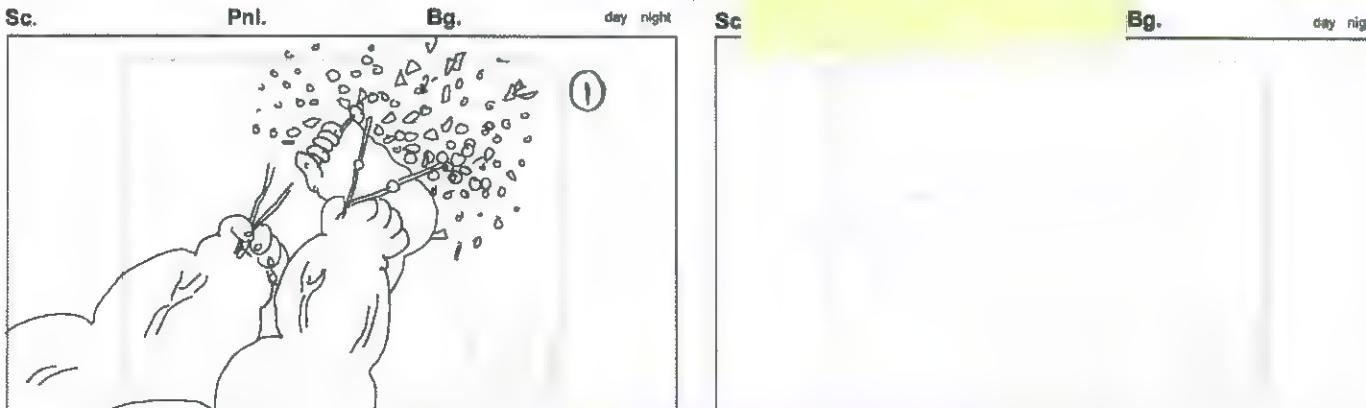
Dialog:

(R.B) RNNNN!

EPISODE #



ADVENTURE TIME



Dialog:

SFX: **GPROP!**

+ POSE ②

DEBRIS
MORE spread
out in air.

Action:

Timing:

EPISODE #

Production :

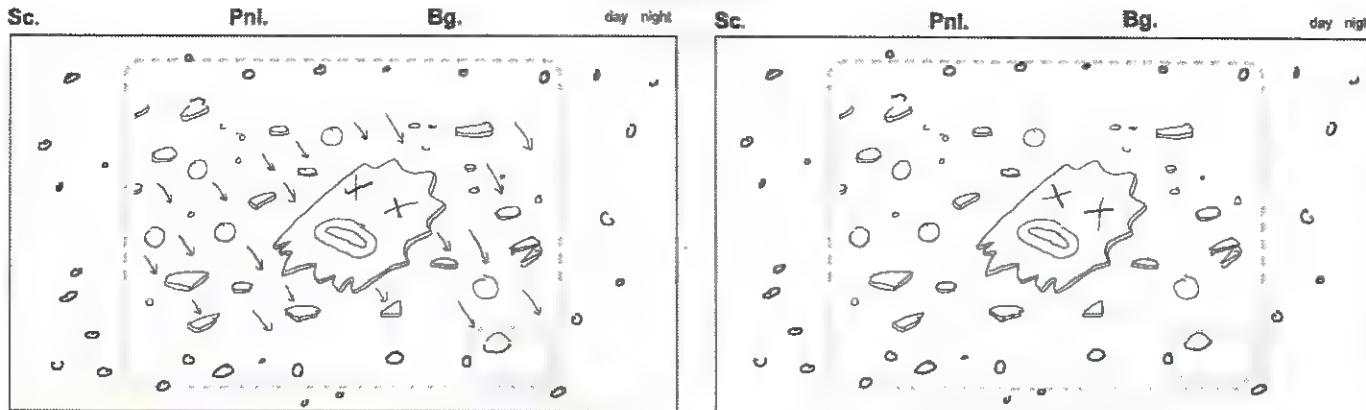
ADVENTURE TIME



Page 9

EPISODE #

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Dialog:

+ START PNL.

(RB) YUBBA DUBBA DUBBA DUBBA!

Action:

+ IN pose.

Timing:

Production :

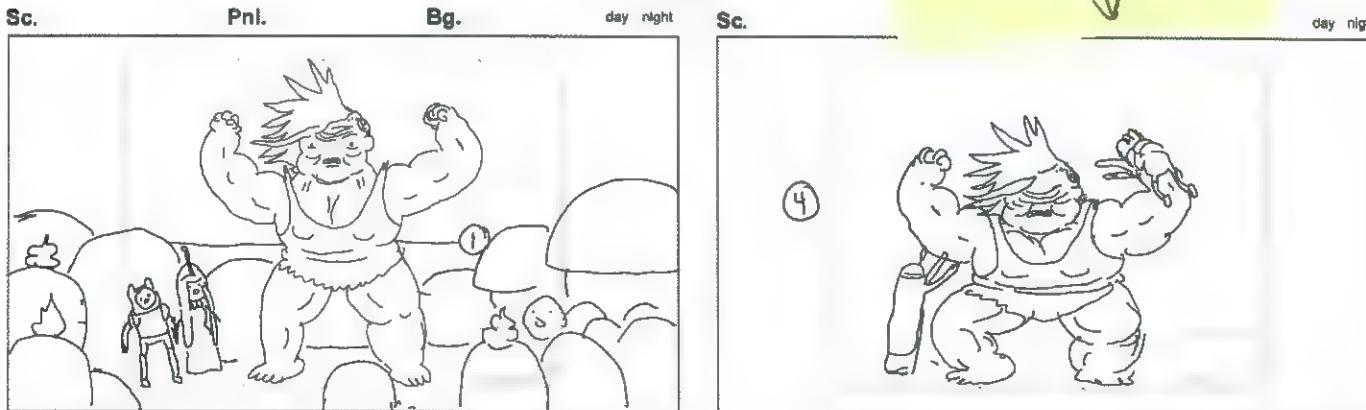
ADVENTURE TIME



+ H.J. pos

Page
day night

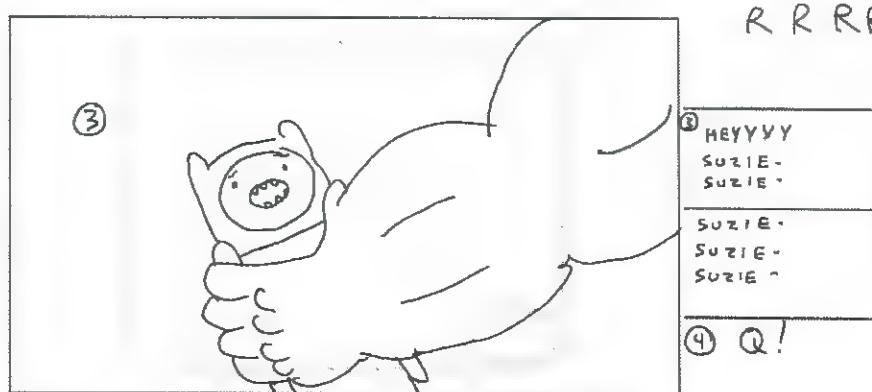
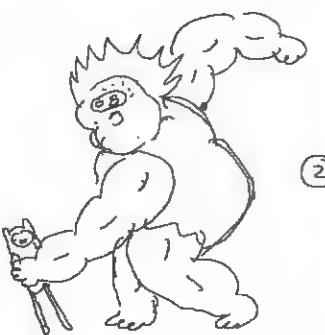
EPISODE #



Dialog:

Action:

Timing:



Production :

ADVENTURE TIME



+HYU

Page _____
10

Sc.

Pnl.

Bg.

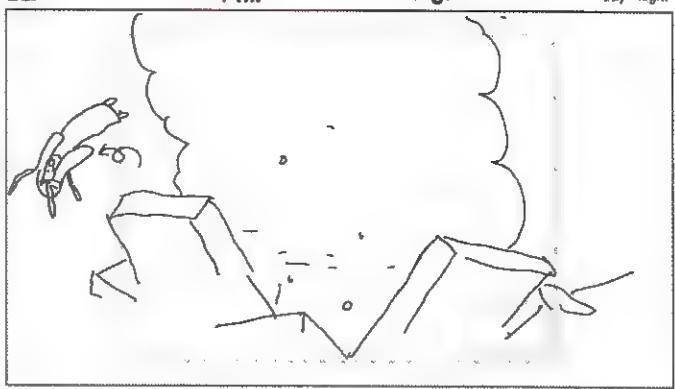
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

SFX SMASH CRASH

SFX POW

Action:

BREAK DOWN
ACTION
+ POSES / PNL'S.
OF GROW ~>
B. GUARDS OUT ~>

+ S. OUT
POSE

+ POSE P.B.
OUT.

Timing:

upset pat.

Production :

DRAW
CAM
MOVE

ADVENTURE TIME



Page _____
10

Sc.

Pnl.

Bg.

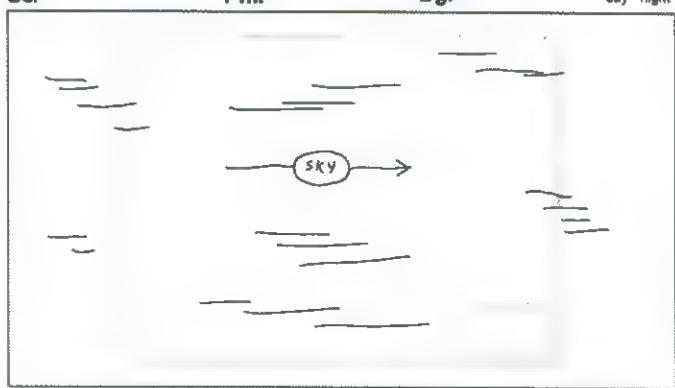
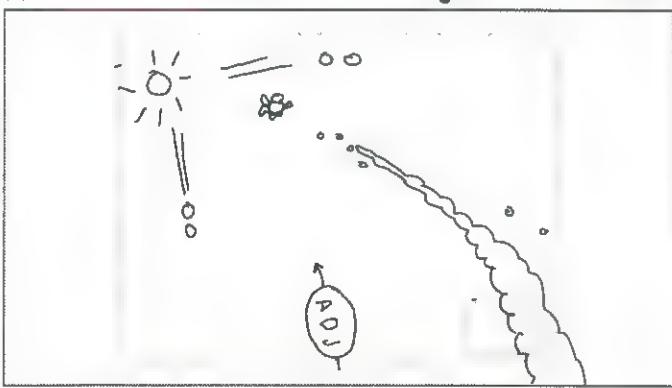
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

DRAW
CAM
MOVE

Action:

Timing:

Production :

ADVENTURE TIME



Page 11

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog:</p> <p>+ START PNL.</p>					<p>⑤ RESUMING OBJECTIVE, APPROACHING COASTAL EXTRACTION POINT.</p>				
<p>Action:</p>									
<p>Timing:</p>									

EPISODE #

Production :

ADVENTURE TIME



Page 11

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog:</p>					<p>⑥ S H H H</p>				
<p>Action:</p>									
<p>Timing:</p>									

EPISODE #

Production :

ADVENTURE TIME



+ H/U POSE.

Page 1 / 2

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog: Action: <i>HORSE RUNS OFF</i>  Timing:							
 <i>+ IN POSE</i>							

EPISODE #

Production :

ADVENTURE TIME



Page 1 / 2

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog: Action: <i>SPARKLE SAYS <u>WHAAAAAT!</u></i> Timing:							

EPISODE #

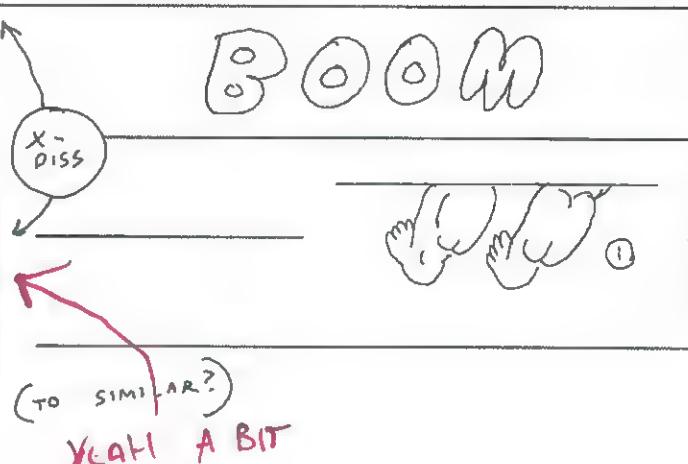
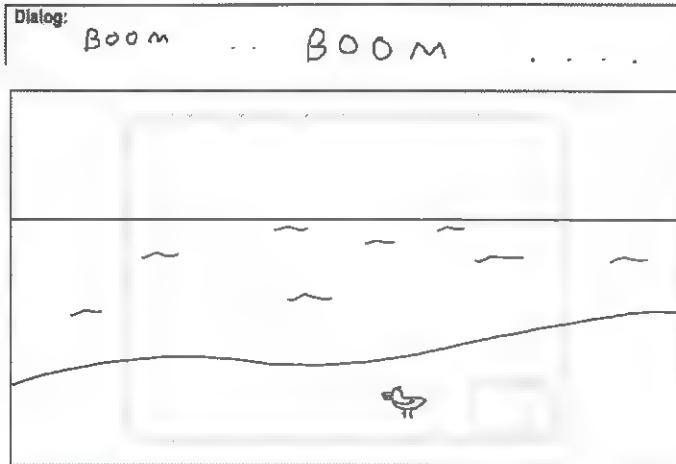
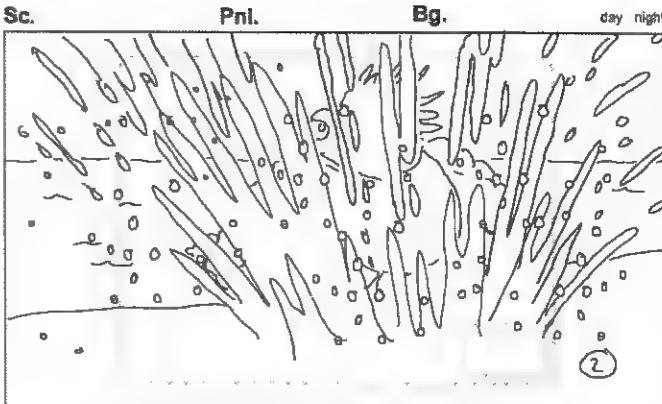
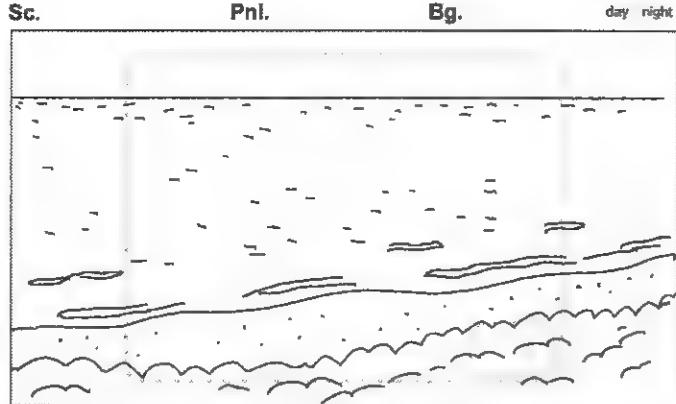
Production :

ADVENTURE TIME



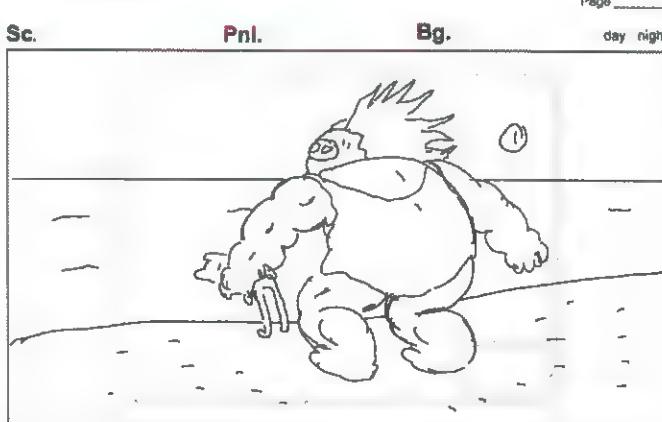
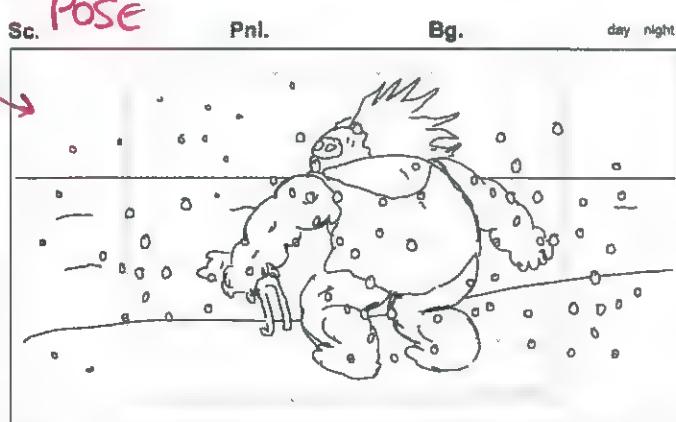
Page 13

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ADVENTURE TIME

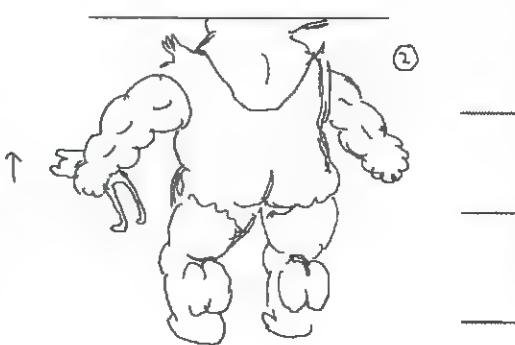
THU POSE



Dialog:

Action:

Timing:



EPISODE #

Production :

EPISODE #

Production :

ADVENTURE TIME



Page _____

day night

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



day night

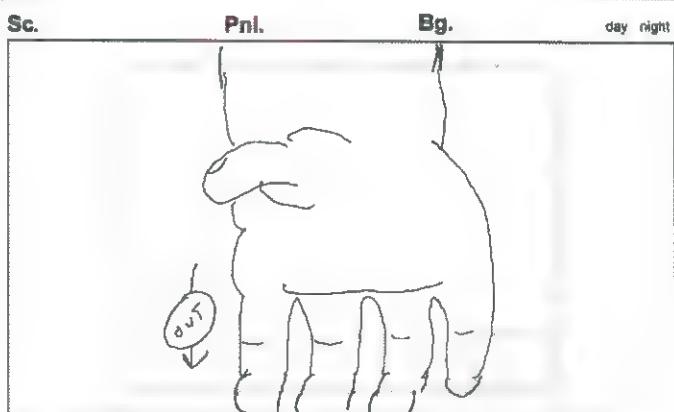
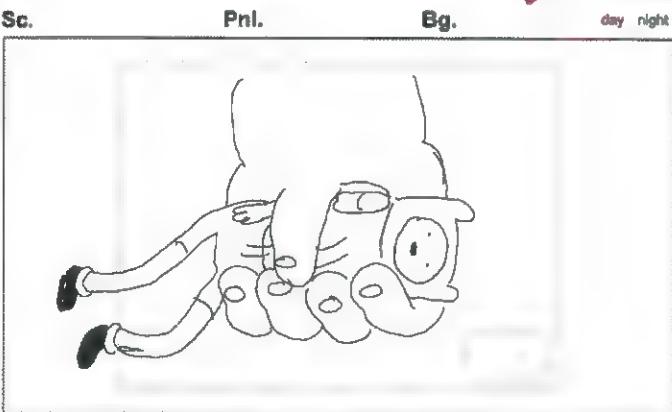
Sc.

Pnl.

Bg.

Page _____

day night



Dialog:

(F) SUSAN IS THERE
SOMETHING YOU WANT TO

Action: TALK ABOUT .

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 15

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Sc.

Pnl.

Bg.

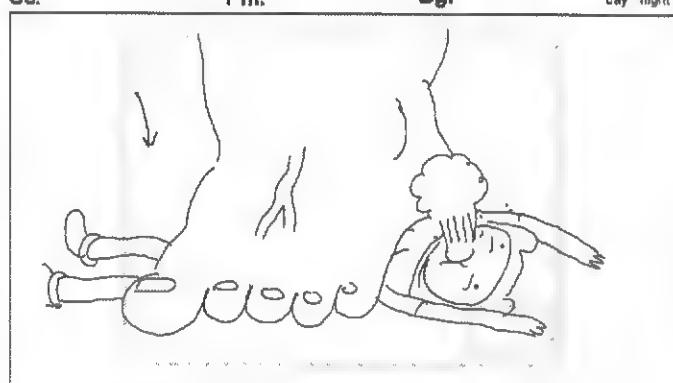
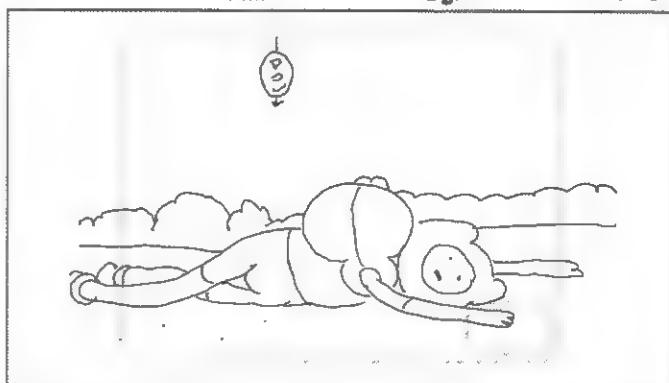
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(P) SUSAN?

(F) WOOF!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

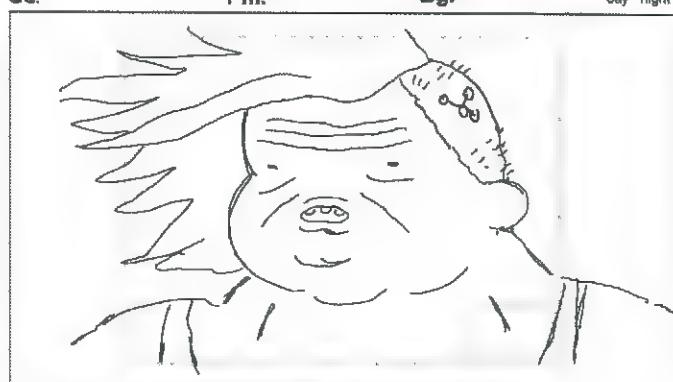
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

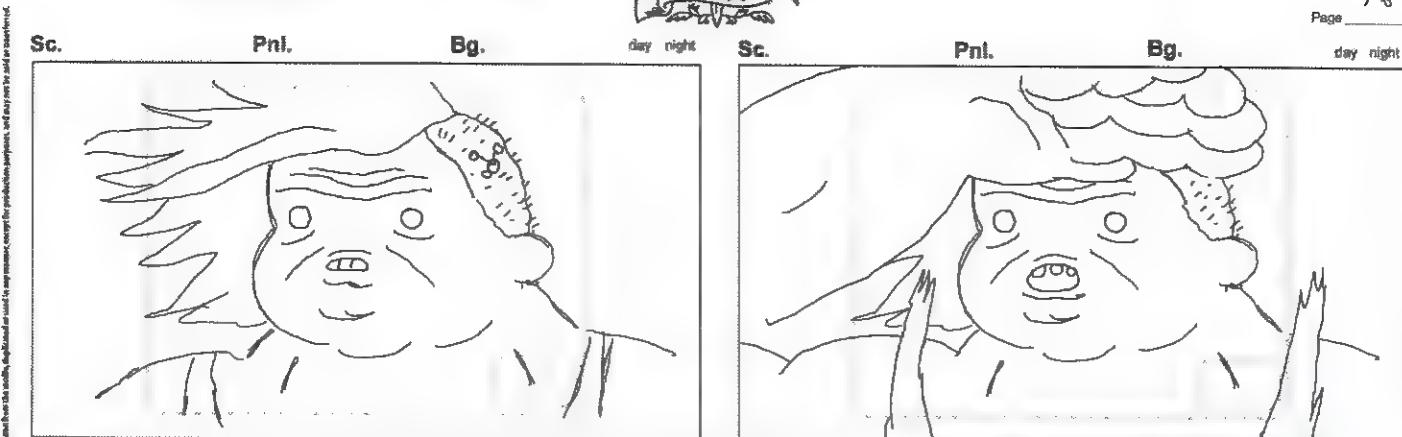
EPISODE #

Production :

ADVENTURE TIME



Page 16



Dialog:

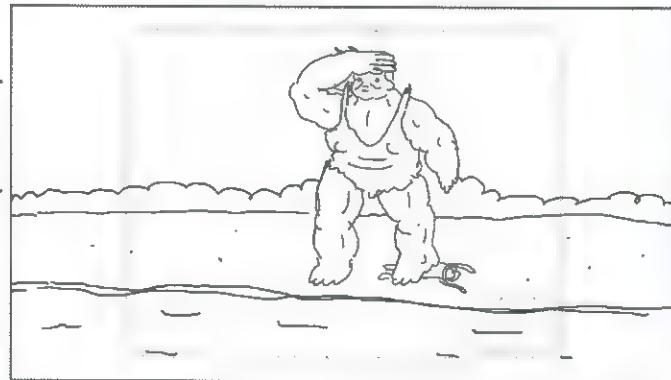
(S) E Z O P

(S) SCANNING HORIZON.

Action:

EYES GO CRAZY

Timing:

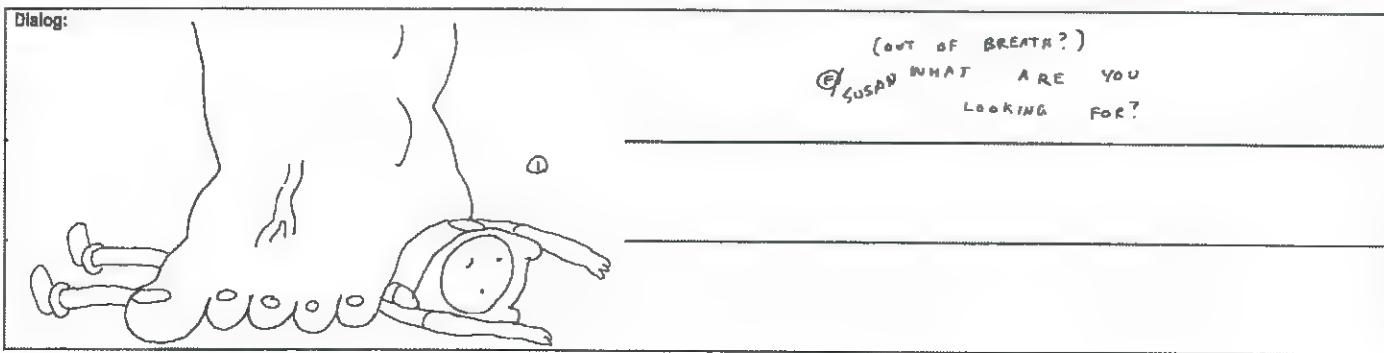
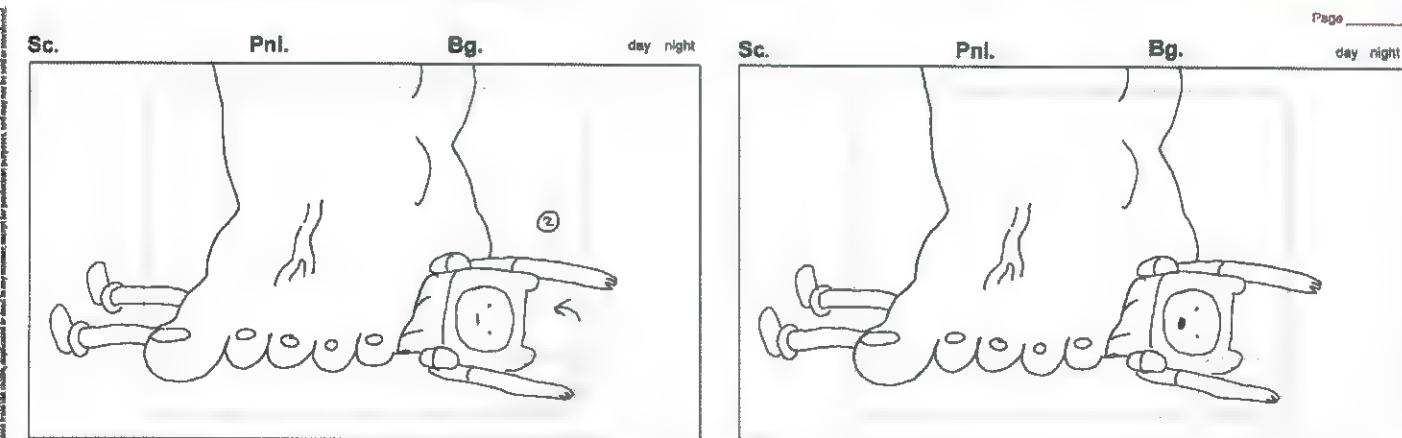


-CUT
TO
REVERSE
VIEW
OF
THE
Horizon
P

ADVENTURE TIME

EPISODE #

Production :



EPISODE #

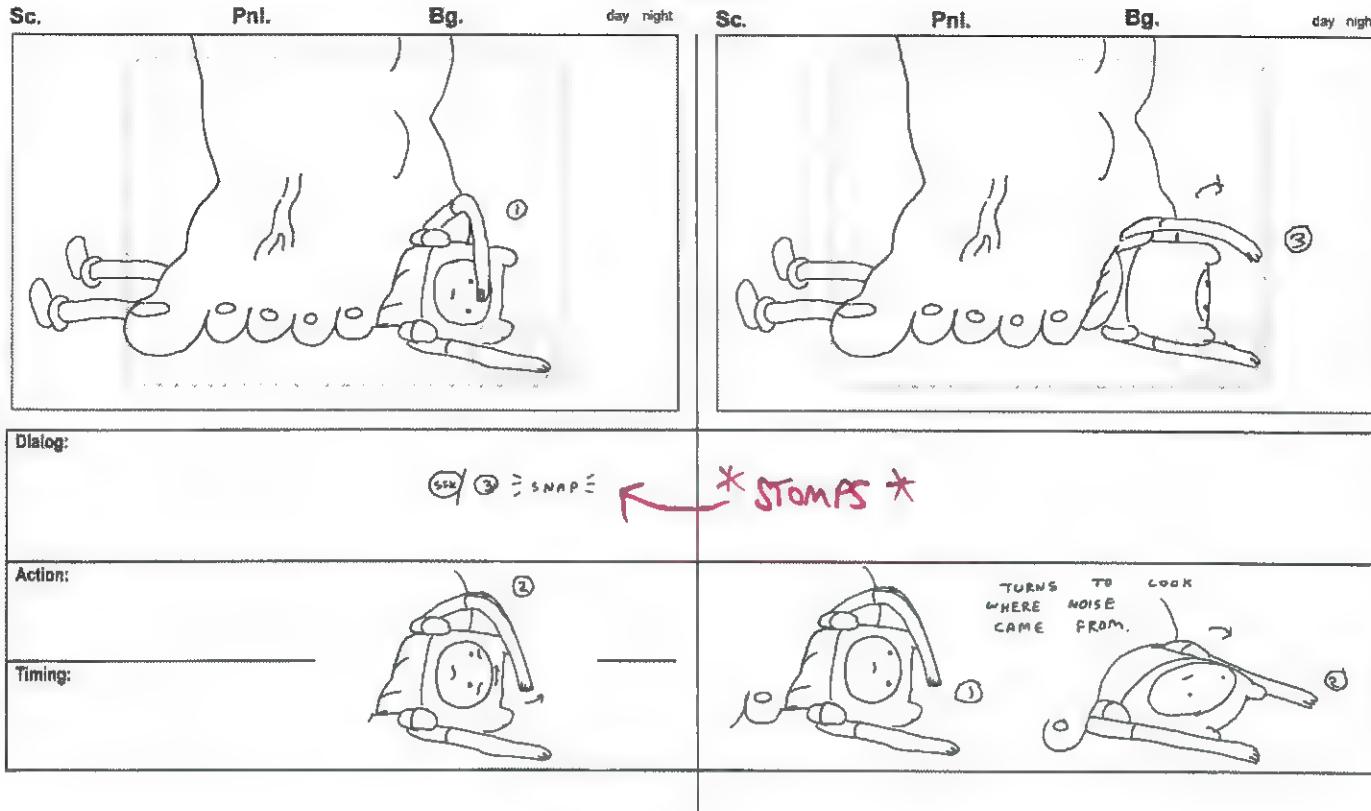
Production :

ADVENTURE TIME



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EPISODE #

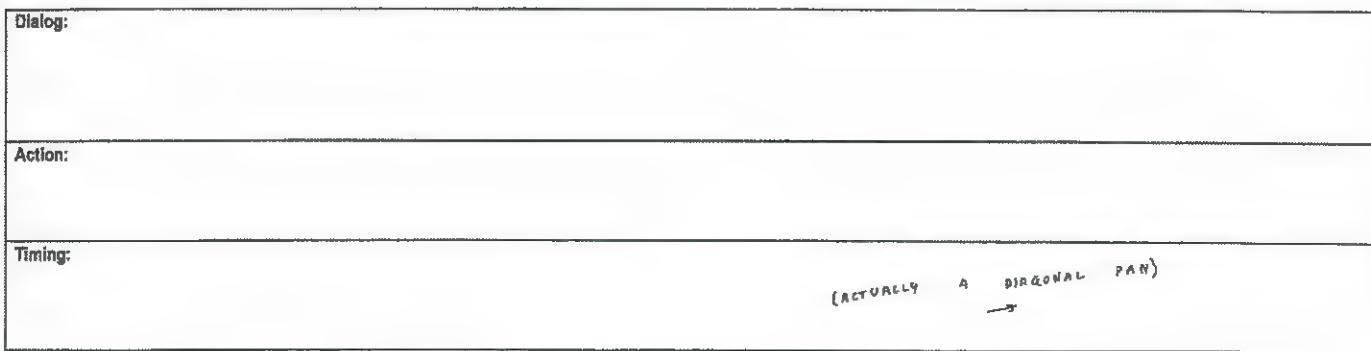
Production :

ADVENTURE TIME



Page _____

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EPISODE #

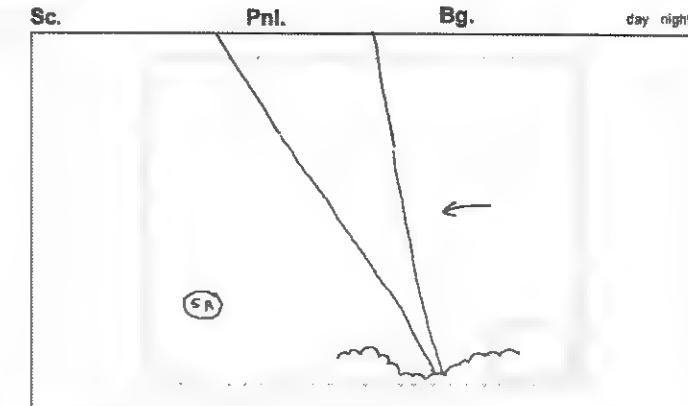
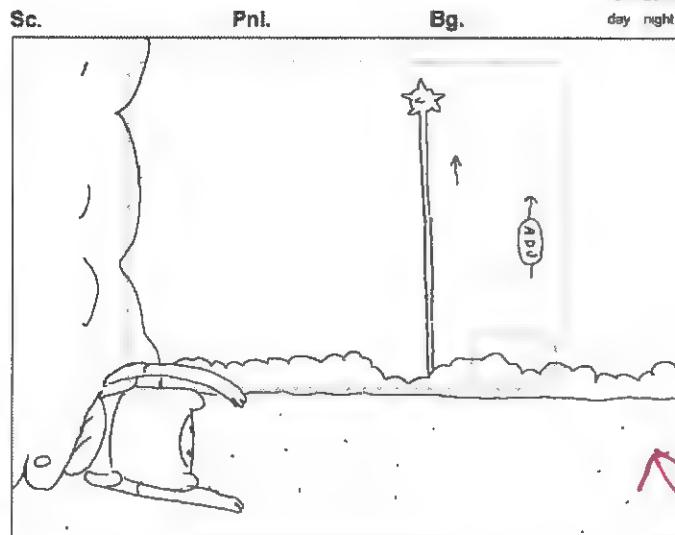
Production :

ADVENTURE TIME



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H/U

Action:

Timing:

EPISODE #

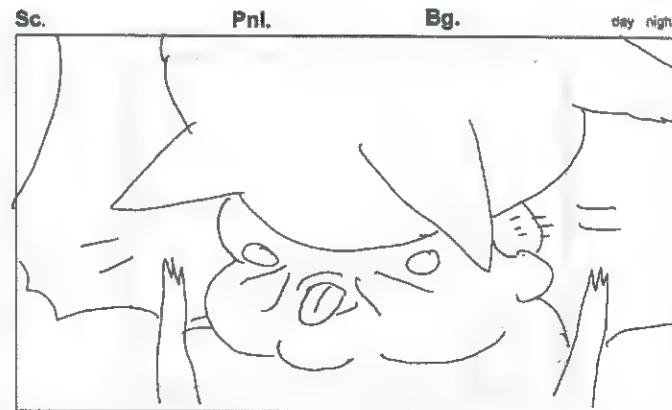
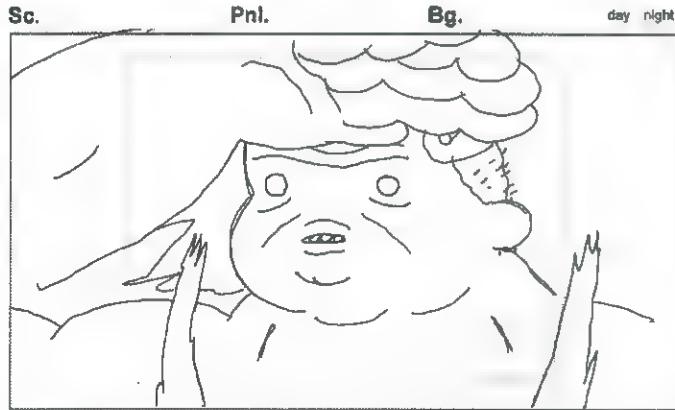
Production :

ADVENTURE TIME



Page

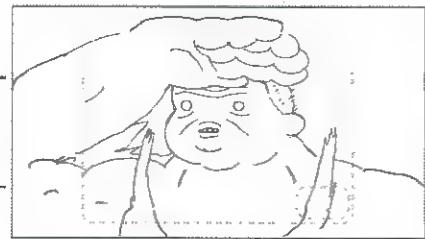
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Dialog:

SFX THUMP

Action:



Timing:

OR THIS
DIFFERENT
FIELDING THAN
PREV. SCENES.

THIS IS
COOL.

EPISODE #

Production :

ADVENTURE TIME



Page 21

Sc.

Pnl.

Bg.

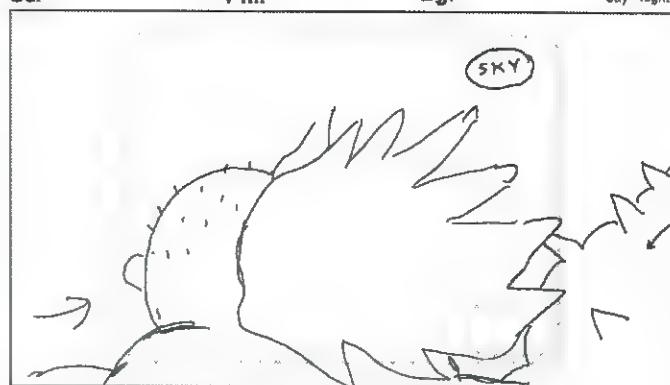
day night

Sc.

Pnl.

Bg.

day night



Dialog:

RAB LAT A BPC ABleuuu

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

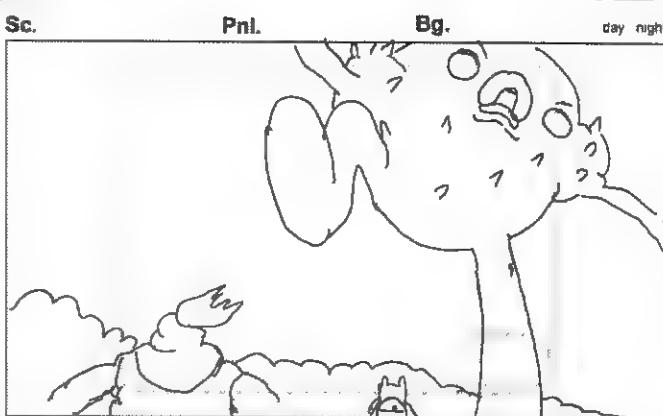
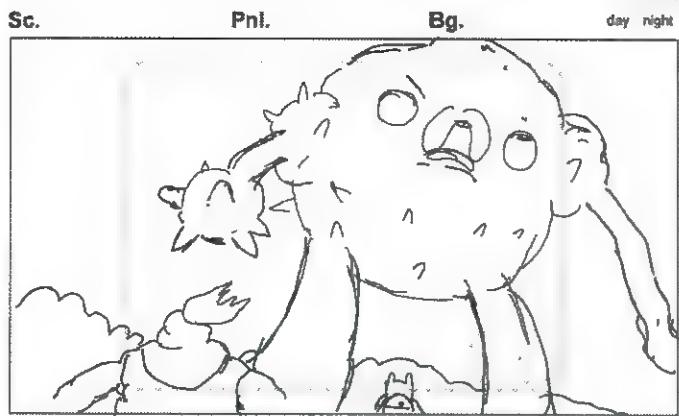
Production :

ADVENTURE TIME



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EPISODE #

Dialog:

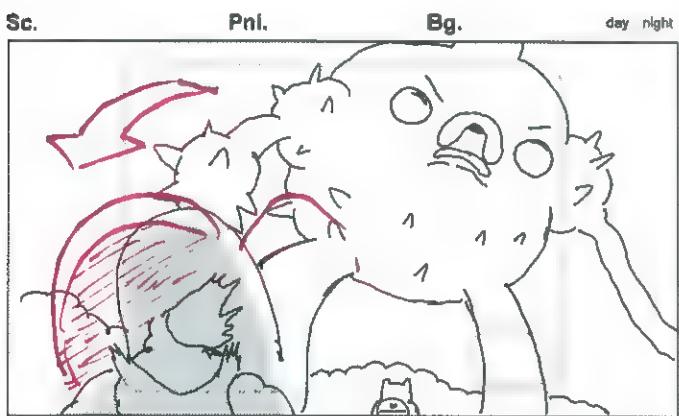
H E E E E !

Action:

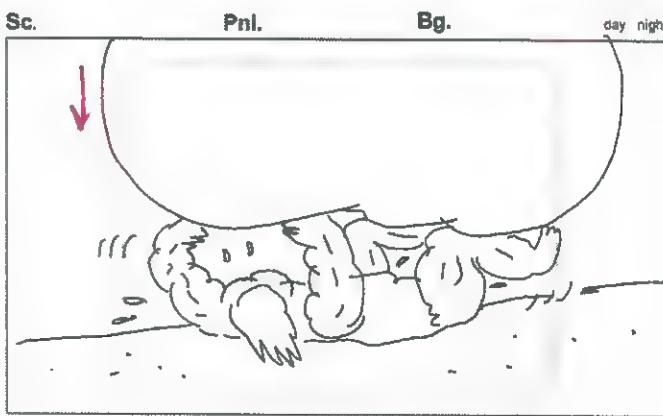
THANK YOU FOR THIS DYNAMIC SHOT .

Timing:

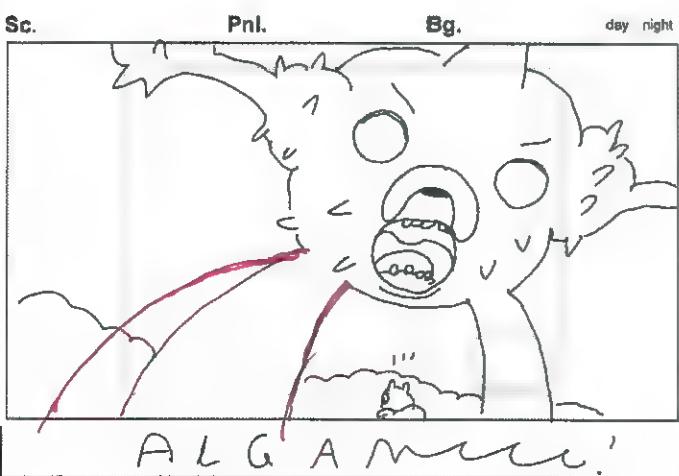
Production :



+ SP.
FOOT LOWERING.



EPISODE #



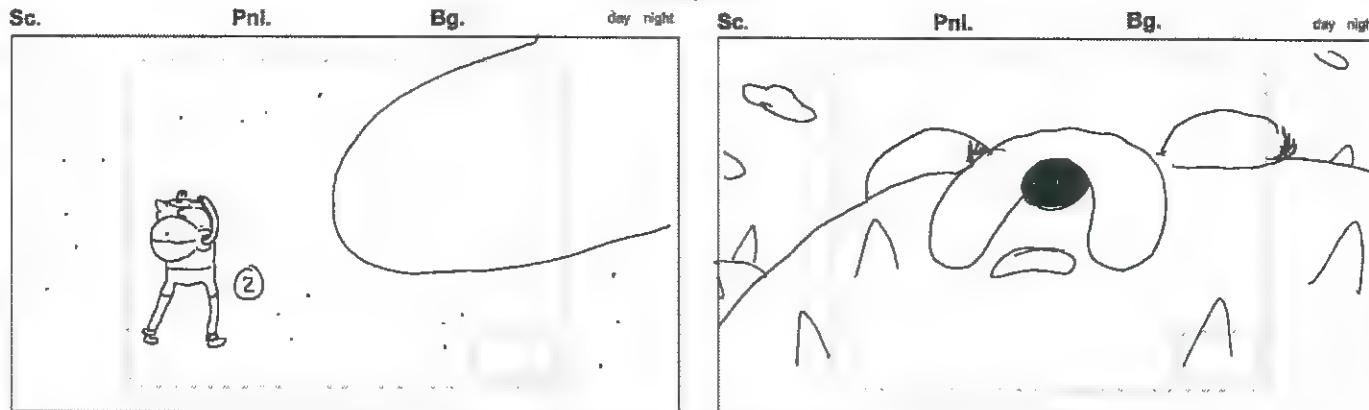
A L G A M U !

Production :

ADVENTURE TIME



Page 23



Dialog:

② JAKE, DON'T
SMUSH HER!!!

① I THINK I'M GONNA
SMUSH HER, MAN!!

Action:



Timing:

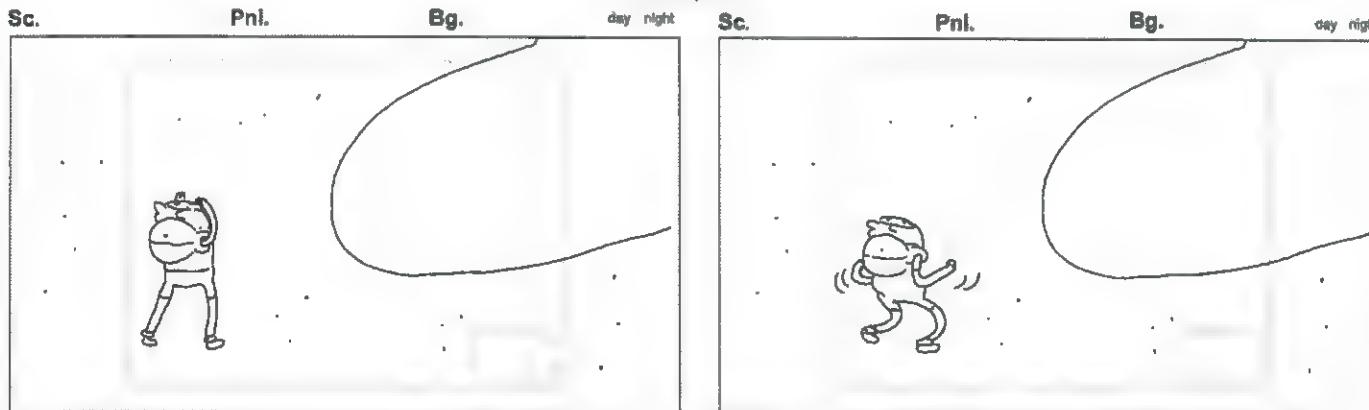
EPISODE #

Production :

ADVENTURE TIME



Page



Dialog:

② ~~ANOTHER~~ SUSAN! WE NEED OUR FRIEND,
NOT A THUMB!

FINESSE, BOYEE!

Action:

-"SUSAN IS OUR
FRIEND!" IS
SAID EARLIER.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 24

Sc.

Pnl.

Bg.

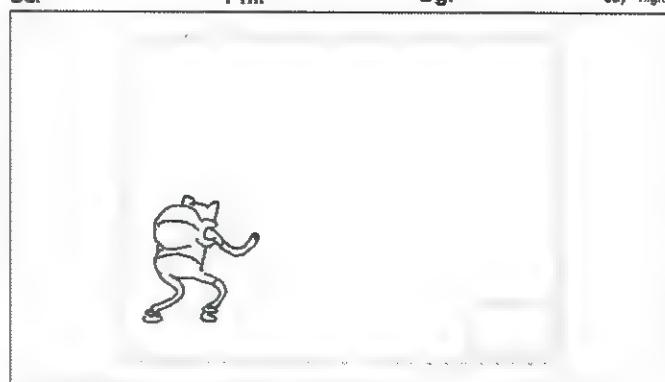
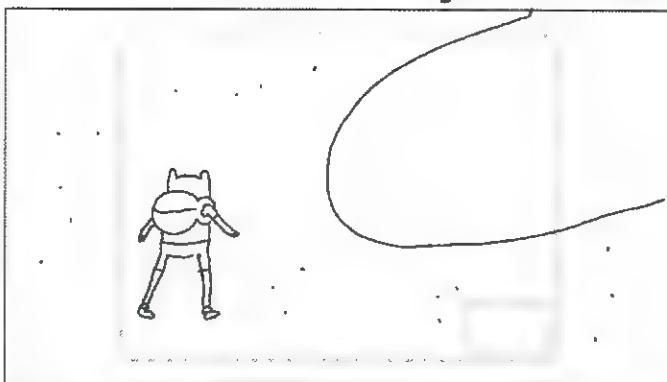
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 24

Sc.

Pnl.

Bg.

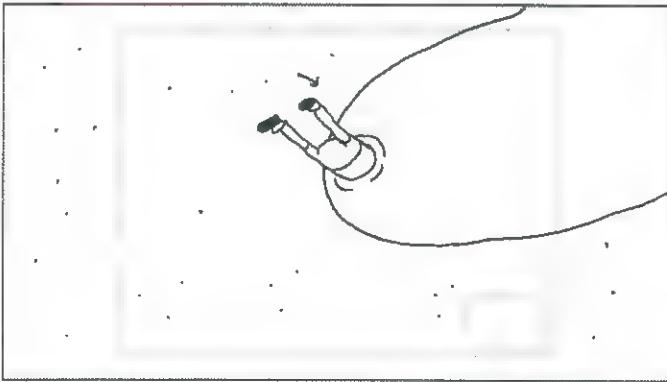
day night

Sc.

Pnl.

Bg.

day night



Dialog:

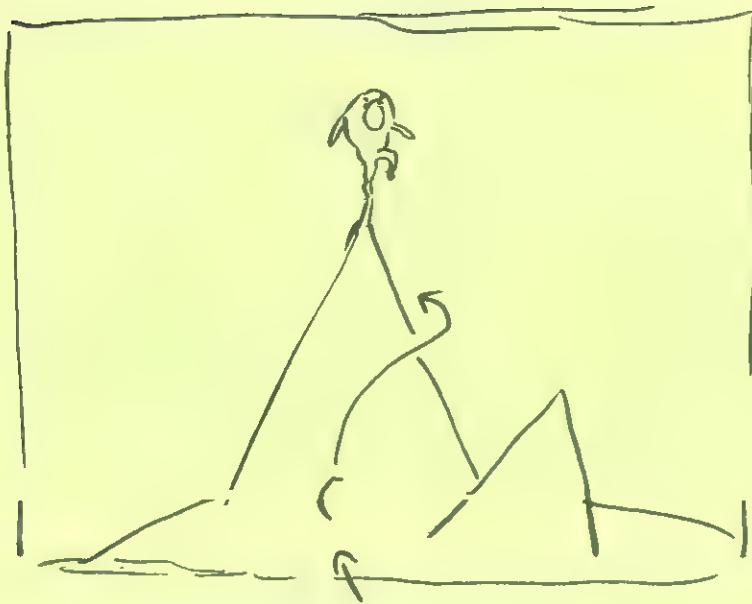
Action:

Timing:

EPISODE #

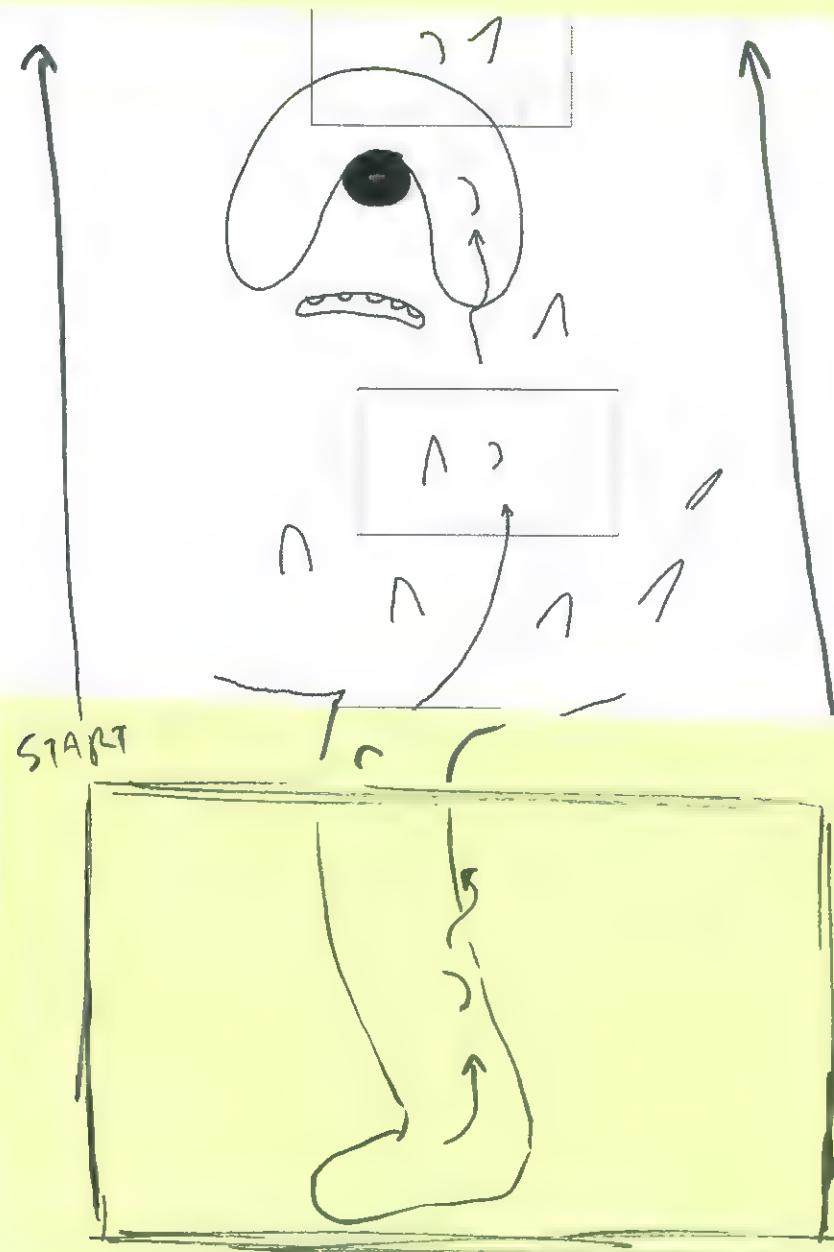
Production :

ADV



Page 25

EPISODE #



Production :

EPISODE #

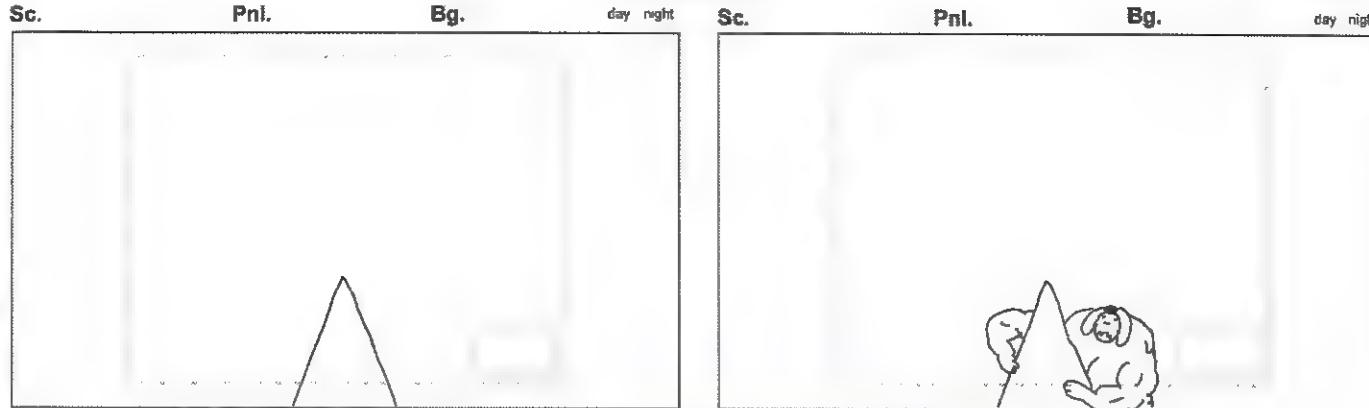
Production :

ADVENTURE TIME



Page z6

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Dialog:

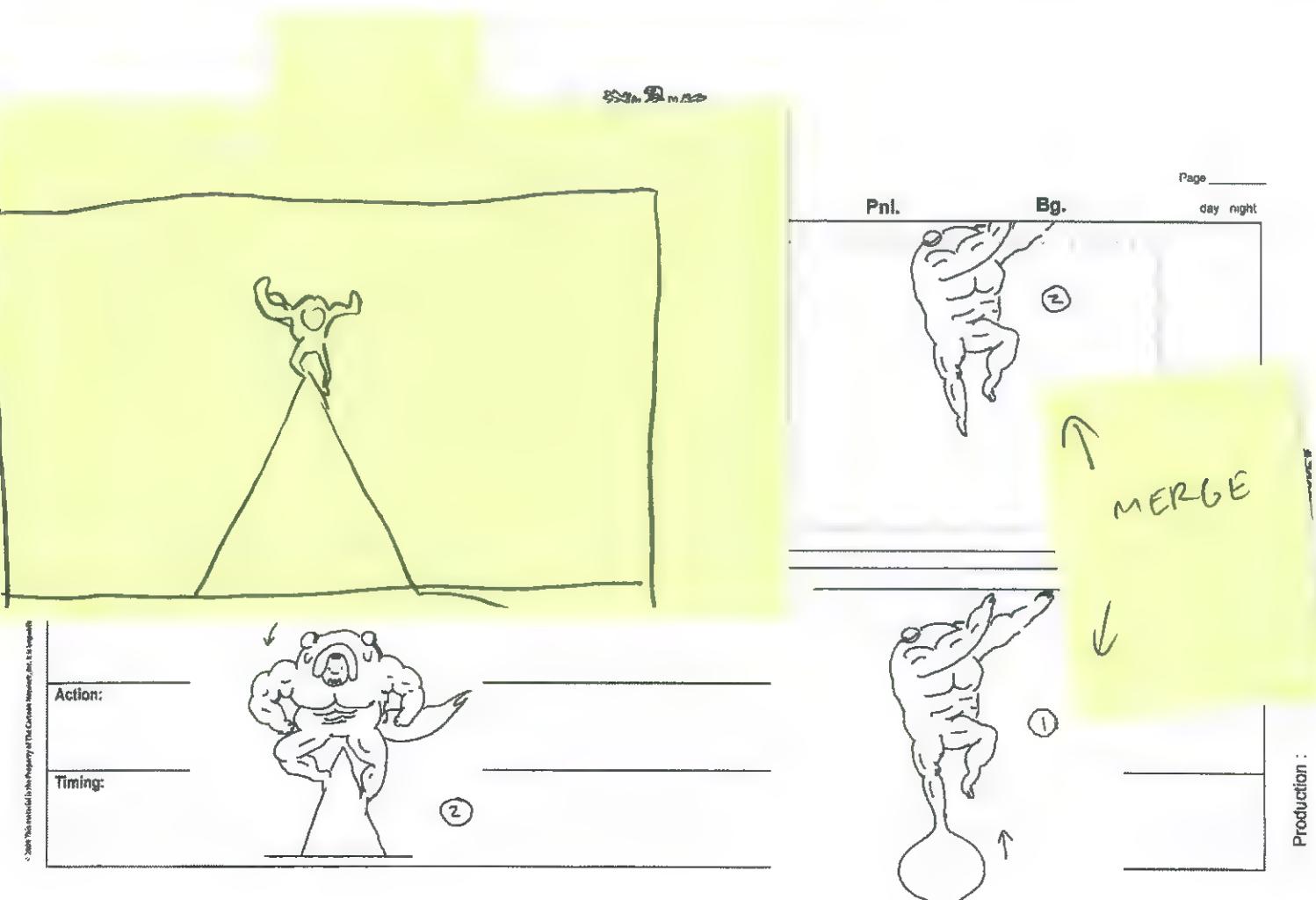
Action:

Timing:

→ MERGE
W/ PREV.
SHOT. →

EPISODE #

Production :



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*-SHOW SOME
PROGRESS IN WIDE
SHOT*

ADVENTURE TIME



Page 2

Sc.

Pnl.

Bg.

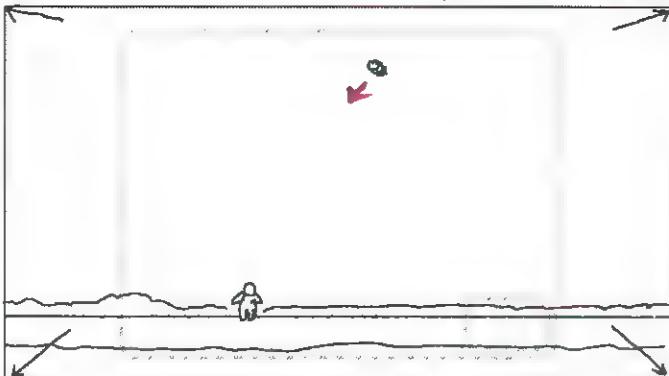
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Y A A A!

Action:

SAME SHOT.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 1

Sc.

Pnl.

Bg.

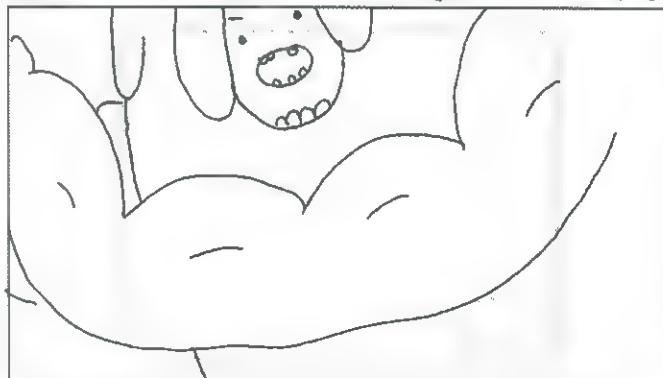
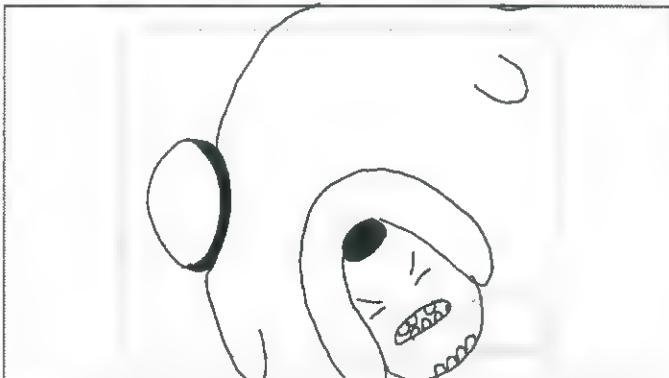
day night

Sc.

Pnl.

Bg.

day night



Dialog:

*-MERGE
FIELD WIDER*

Action:

Timing:

EPISODE #

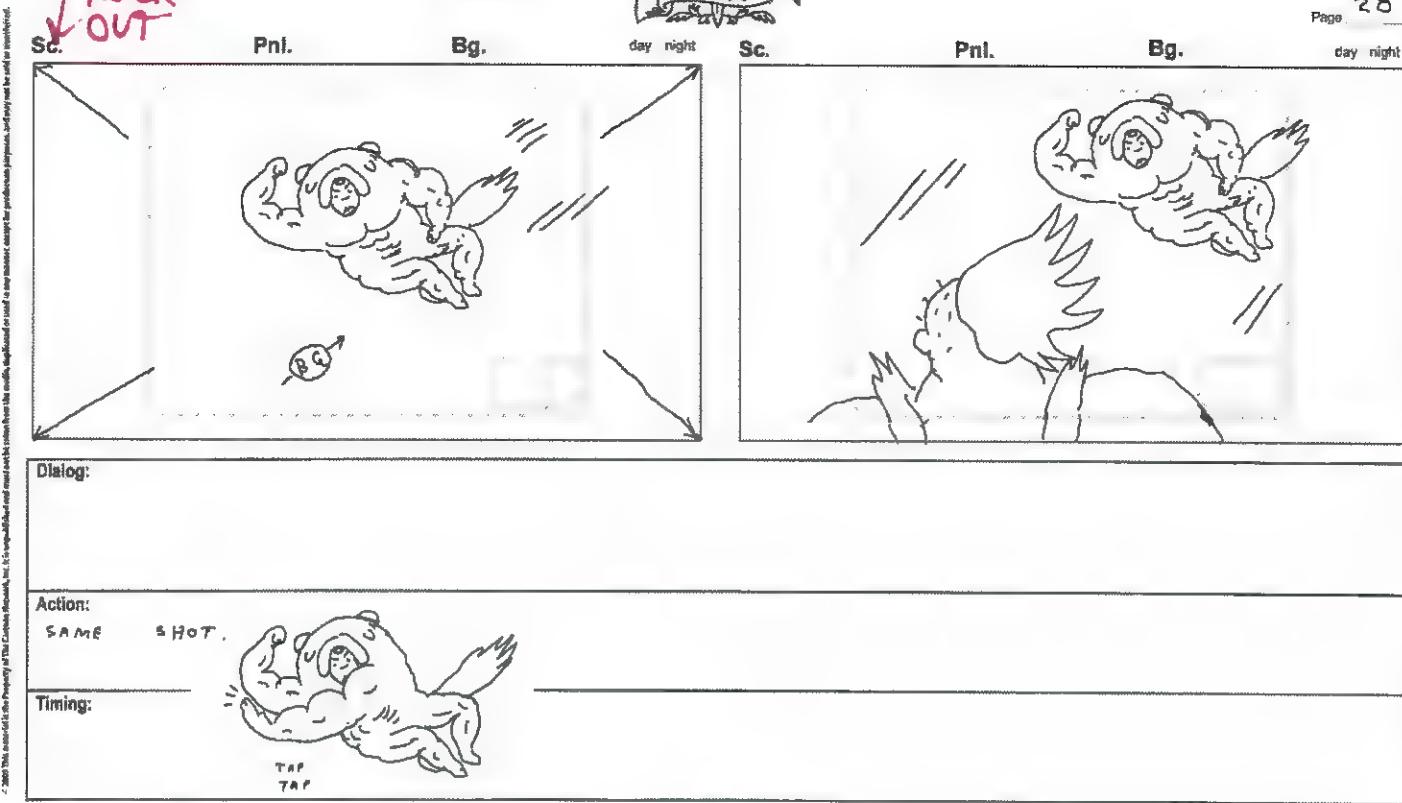
Production :

- HU POSES
- TAKE OUT
✓ TRUCK OUT

ADVENTURE TIME



Page 28 A



EPISODE #

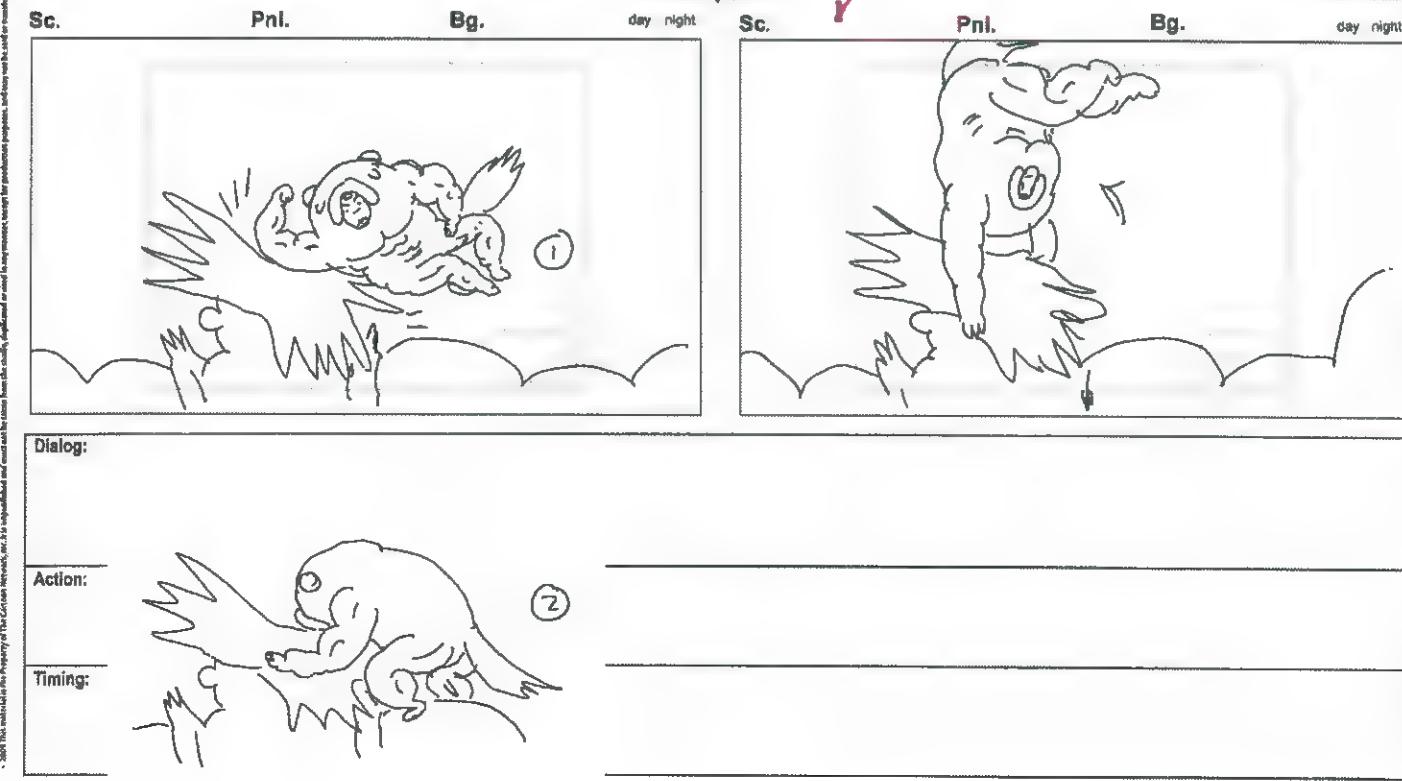
Production :

ADVENTURE TIME



HU

Page _____



EPISODE #

Production :

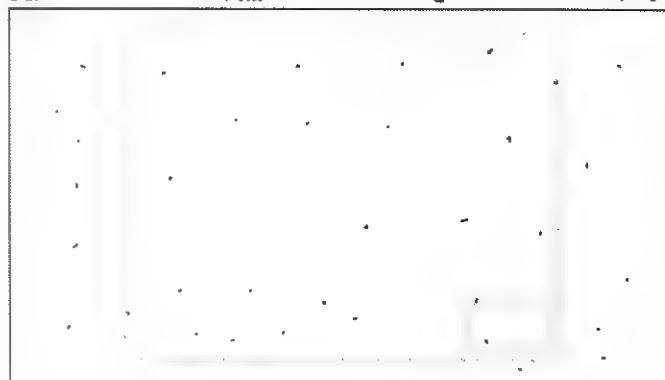
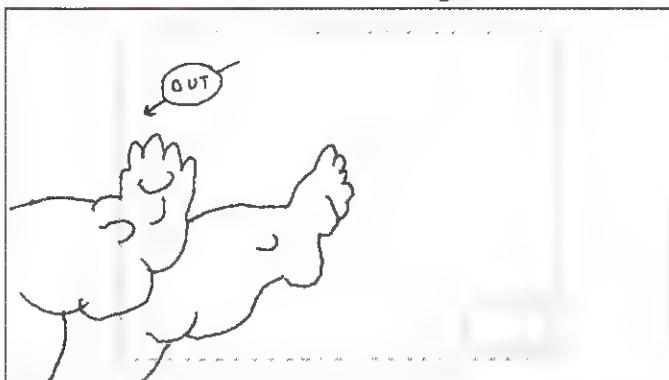
+ H/U
POSE

ADVENTURE TIME



Page _____
28 B

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

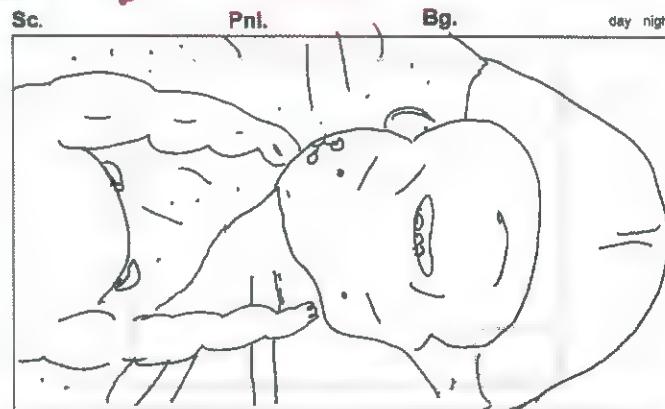
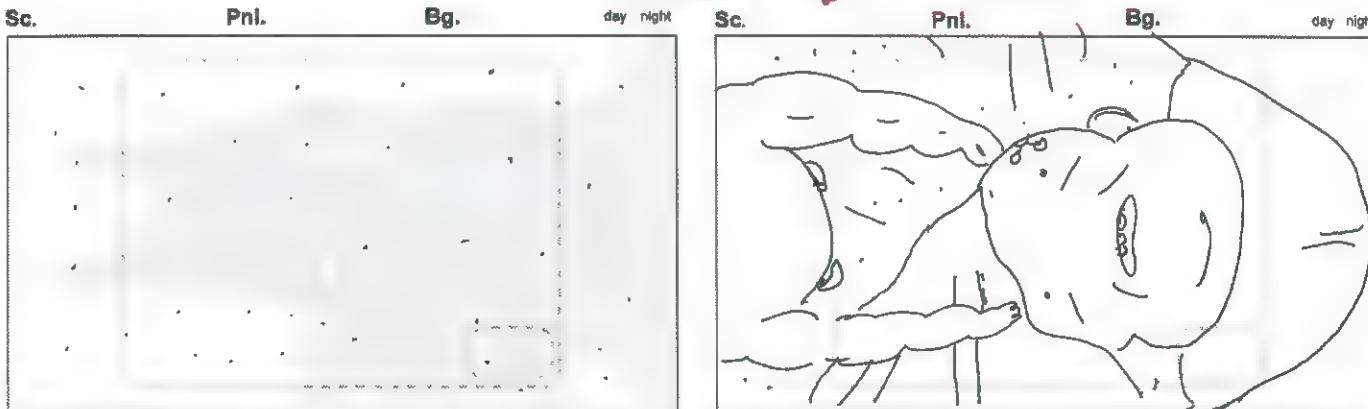
ADVENTURE TIME



+ H/U FIELD
WIDER

Page _____

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Z 9

Page _____

Sc.

Pnl.

Bg.

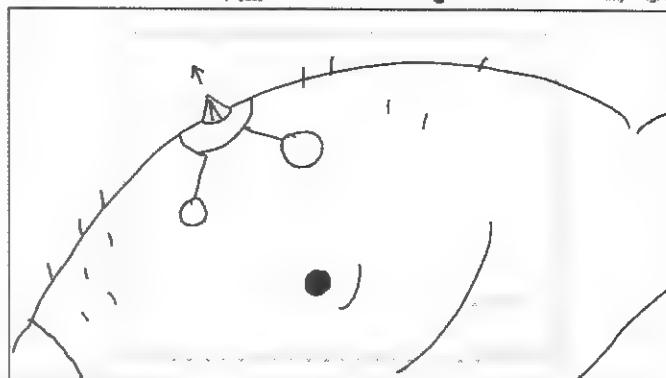
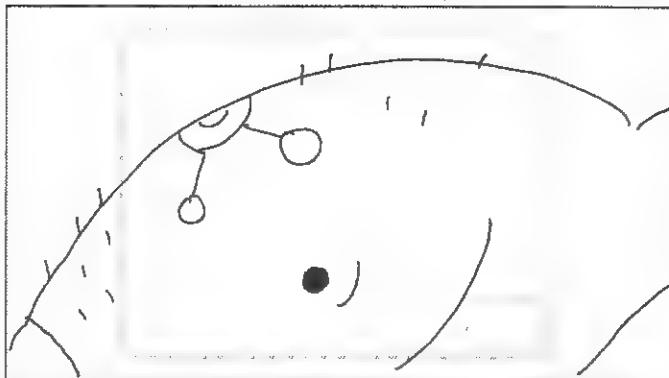
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

IMPLANT BEEPIN!

Timing:

EPISODE #

Production :

+ START PANEL
JUST SCREEN



ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

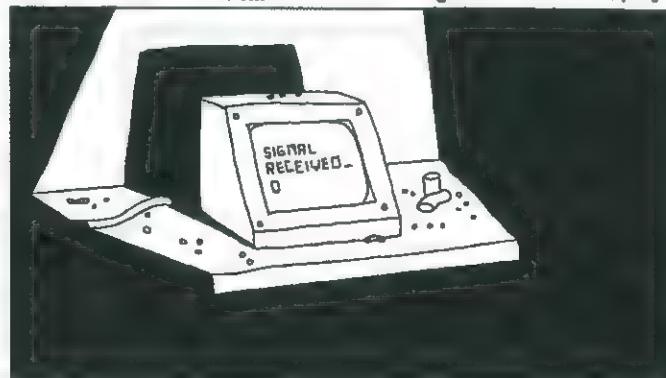
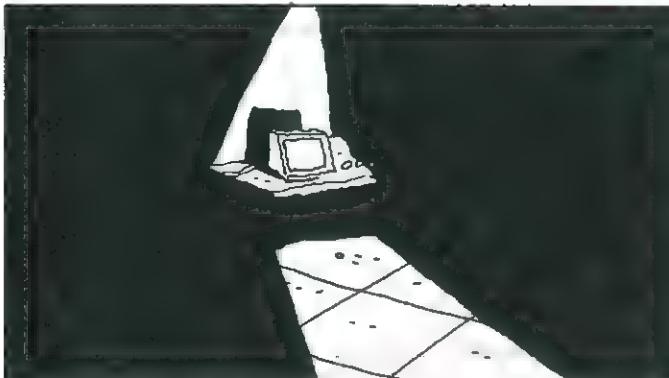
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BEEP.

BEEP.

BEEP.

BEEP.

Sounds of A PRINTER PRINTING

Action:

FLASHING

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 30

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night

Dialog:

(SFX) BEEP. BEEP. + BREAK DOWN POSE.

Action:
PERSON'S SHADOW PASSES OVER.

Timing:

SHOW HOW SHADOW COMES ON, OVER PC.

+ BREAK DOWN POSE.
SHOW HOW SHADOW COMES ON, OVER PC.

EPISODE # Production :

-FIELD WIDER

ADVENTURE TIME



Page

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night

Dialog:

(SFX) = SMAK =

Action:

A B A B A SLAPS ASS TWICE.

Timing:

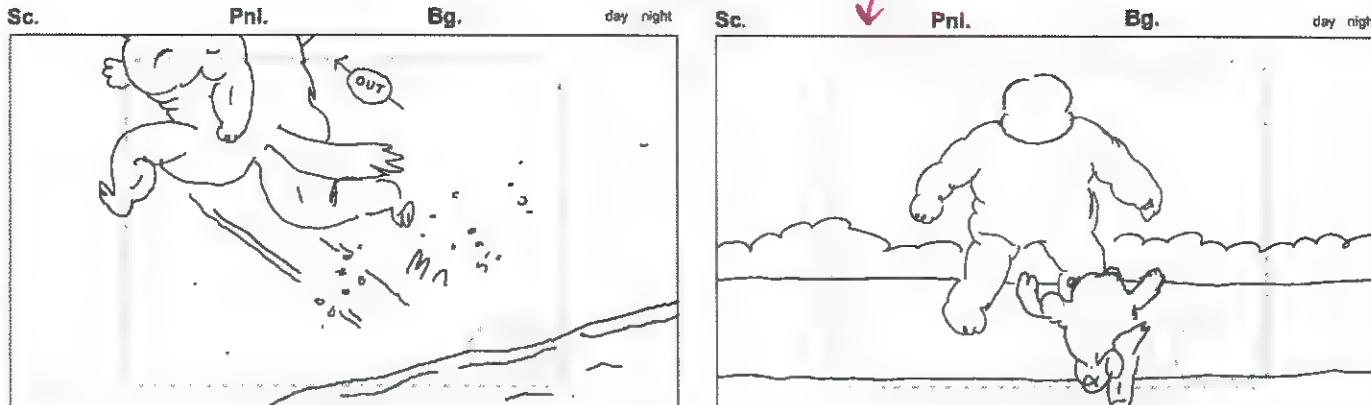
EPISODE # Production :

ADVENTURE TIME



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Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

HU

EPISODE #

Production :

Action:

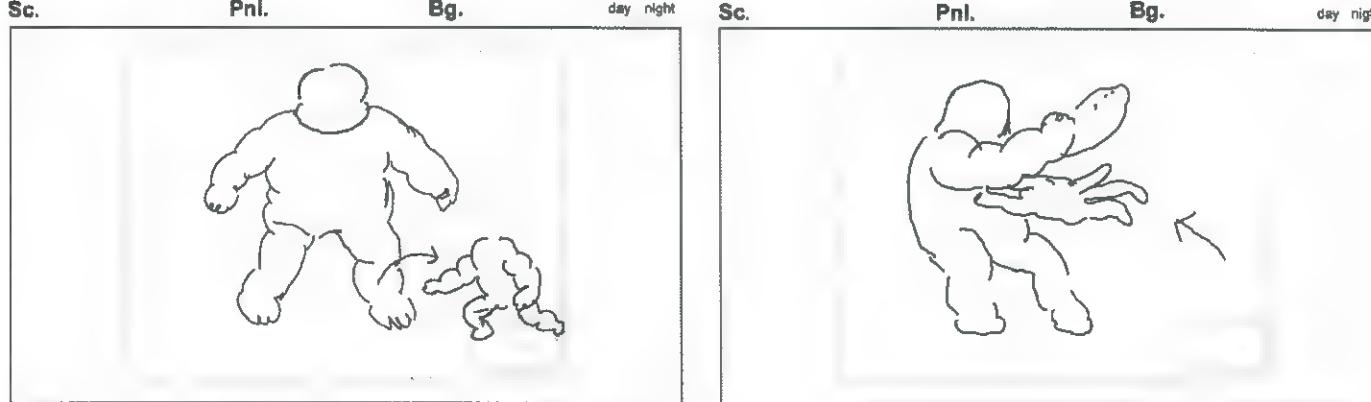
Timing:

ADVENTURE TIME



Page _____

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Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

HUP.

HA!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



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Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
Action:							
Timing:							

EPISODE #

Production :

- HU
↓

ADVENTURE TIME



Page _____

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Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
STOP, DESIST RESIST.							
Action:							
Timing:							

EPISODE #

Production :

ADVENTURE TIME



33

Page _____

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

(S) DESIST

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



+ HVU
POSE

Page _____

Sc.

Pnl.

Bg.

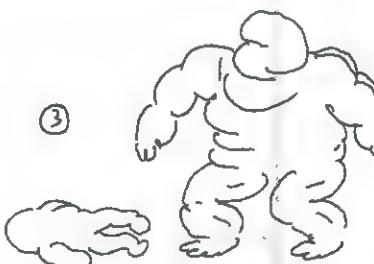
day night

Sc.

Pnl.

Bg.

day night



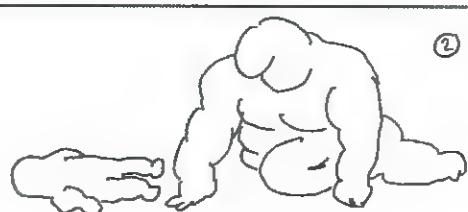
Dialog:

(S) R E S I S T .

(E) A A H ,

Action:

Timing:



EPISODE #

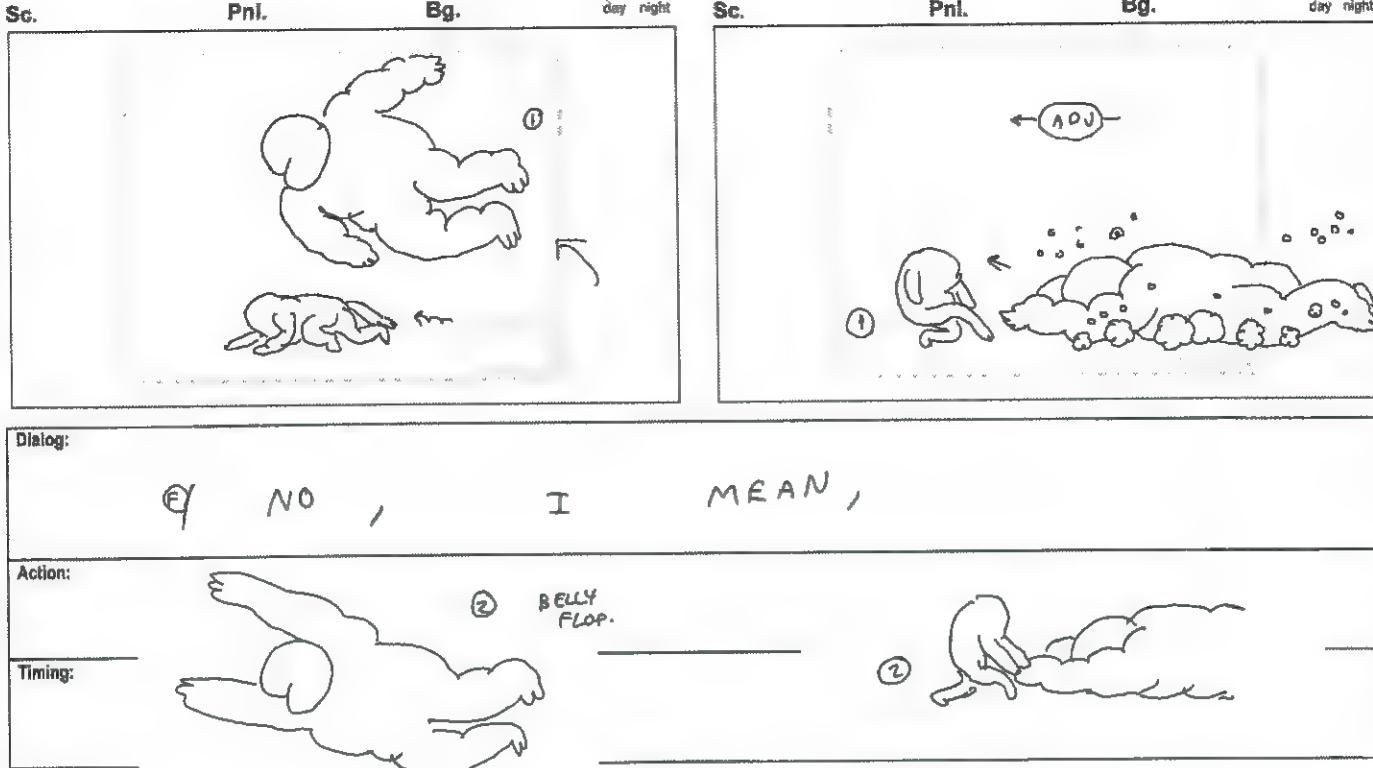
Production :

ADVENTURE TIME



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EPISODE #

Production :

ADVENTURE TIME



Page _____

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EPISODE #

Production :

ADVENTURE TIME



Page 35

Sc.

Pnl.

Bg.

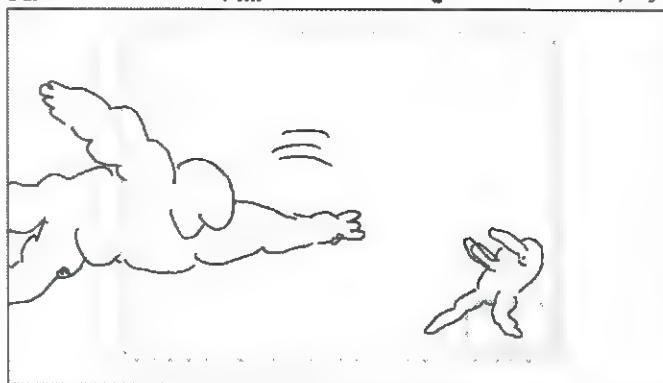
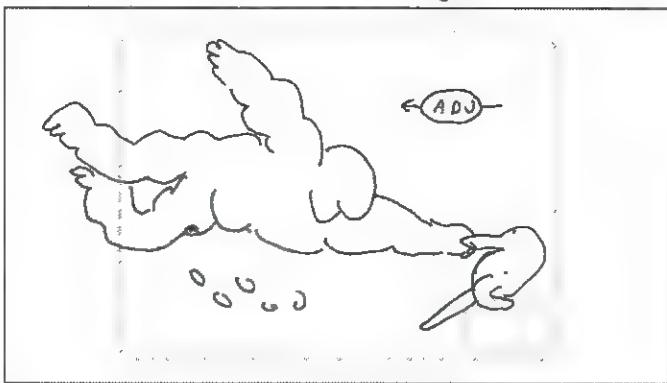
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(P. (CONT)) PLEASE!

Action:

↑
RHYMES WITH "CEASE"

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

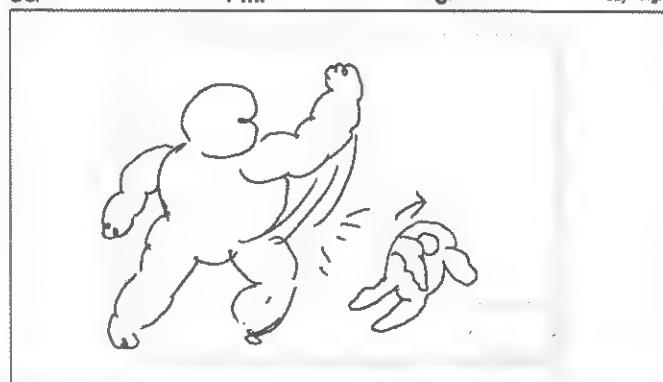
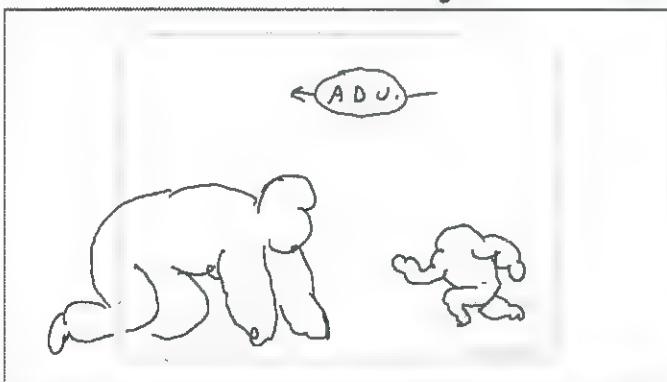
day night

Sc.

Pnl.

Bg.

day night



Dialog:

NUG!

Action:

Timing:

EPISODE #

Production :

-JAKE HR

ADVENTURE TIME

Sc.

Pnl.

Bg.



day night

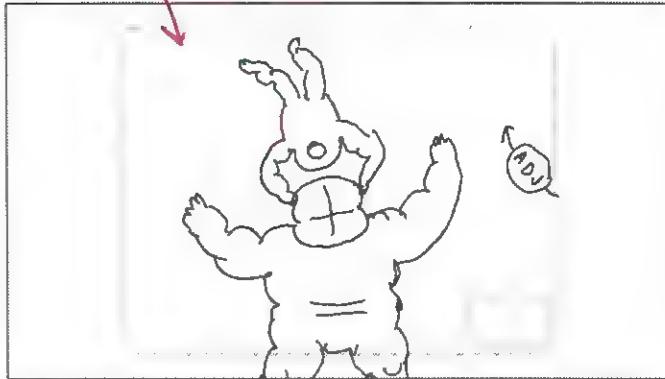
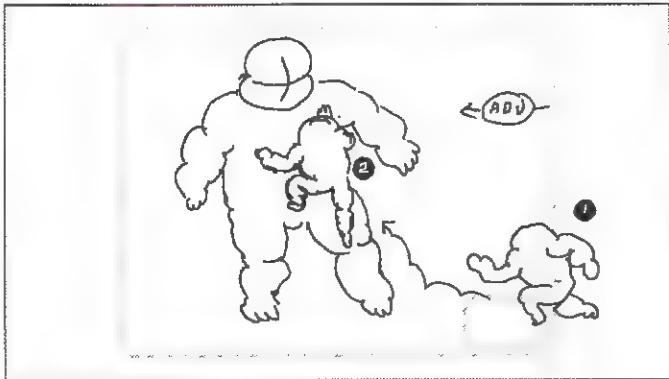
Sc.

Pnl.

Bg.

Page 36

day night



Dialog:

SUSAN TH IS IS -

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



+ HRU
POSES
CAN MOVE.

Sc.

Pnl.

Bg.

day night

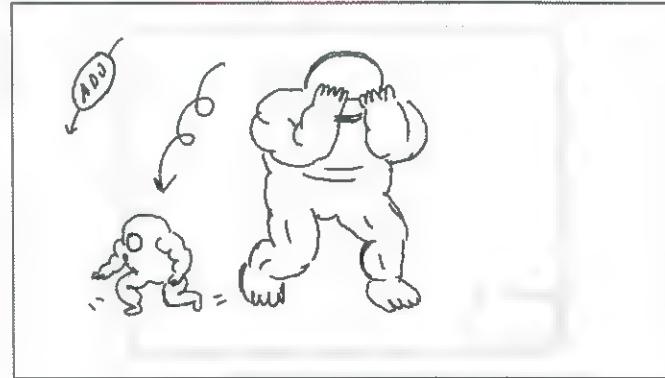
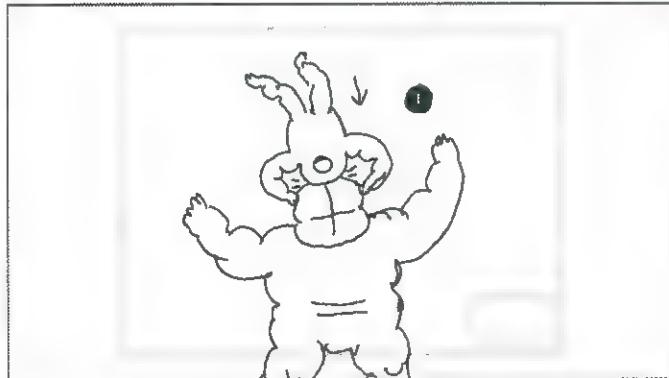
Sc.

Pnl.

Bg.

Page _____

day night



Dialog:

FOR YOUR OWN

Action:

HEAD
BUTT

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 37

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
<p>Dialog:</p> <p>- WELL BEING.</p> <p style="text-align: right;">(SFX) WHUMP!</p>							
<p>Action:</p>							
<p>Timing:</p>							

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
<p>Dialog:</p> <p>NN NN AH !</p>							
<p>Action:</p>							
<p>Timing:</p>							

EPISODE #

Production :

ADVENTURE TIME



38

Page _____

Sc.

Pnl.

Bg.

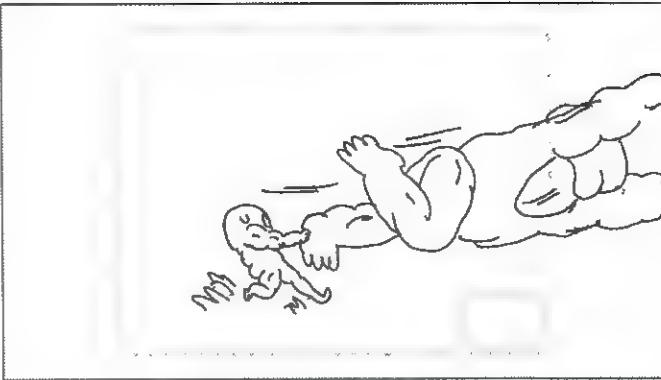
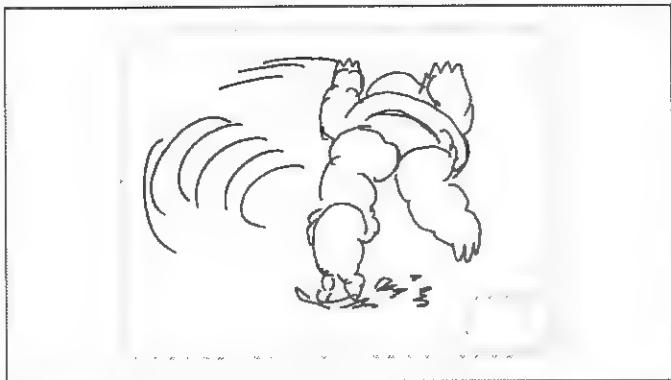
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

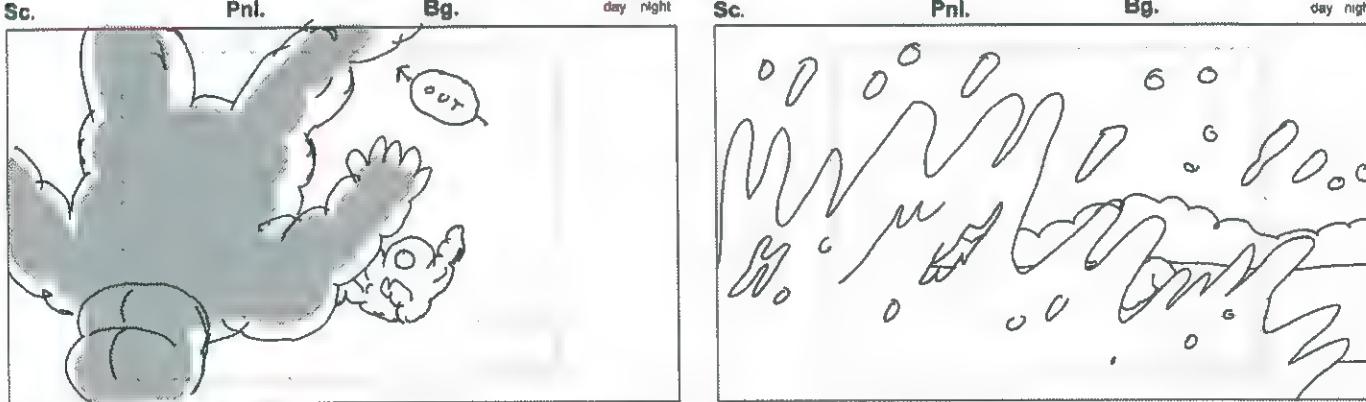
Action:

Timing:

Production :

HU
↓
Sc.

ADVENTURE TIME



EPISODE #

Dialog:

SPLASH

Action:

Timing:

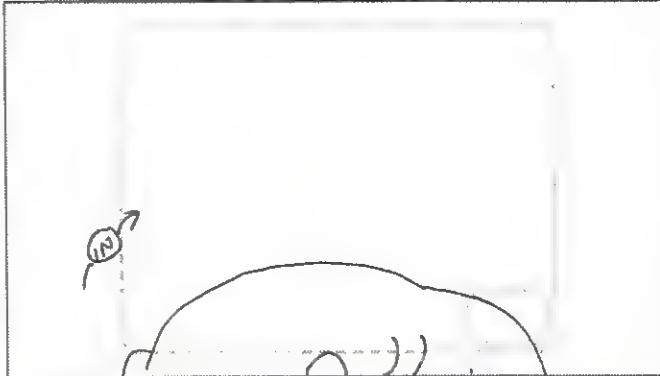
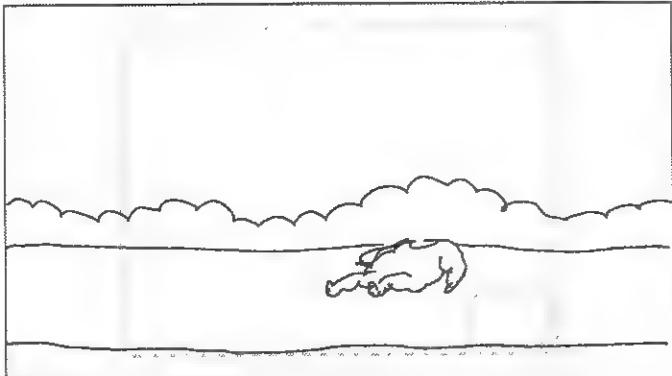
Production :

ADVENTURE TIME



39

Page



Dialog:

Action:

Timing:

+ START
PNL.

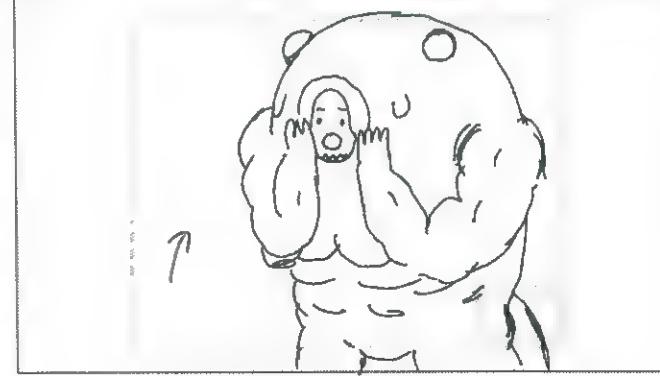
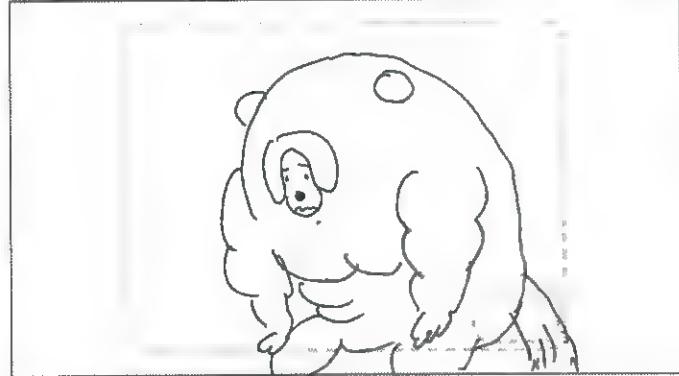
EPISODE #

Production:

ADVENTURE TIME



Sc. **Pnl.** **Bg.** day night **Sc.** **Pnl.** **Bg.** day night



Dialog:

(F) BREATHING HEAVY.

(E) SU-SU-SUEY, ARE YOU OKAY? I MEAN
I DON'T UNDERSTAND, IF YOU WANT ME
TO GO SOMEWHERE YOU CAN JUST ASK!
I'D PROBABLY GO!

BUT YOU'RE HURTING PEOPLE!

Action:

Timing:

HAD I
BEEN USING THE WORD "SUSAN" TOO MUCH.
- S.W.

EDISONE

Production:

ADVENTURE TIME



Page 4

Sc.

Pnl.

Bg.

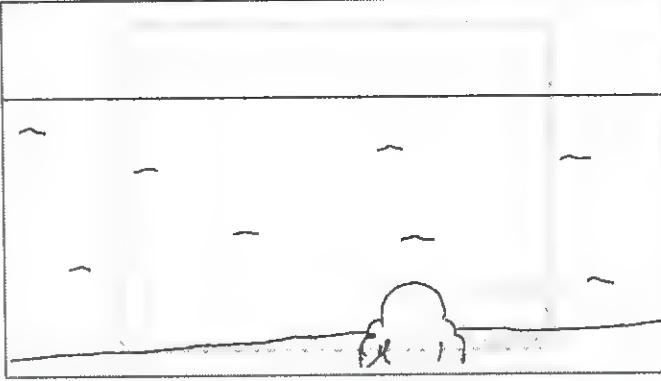
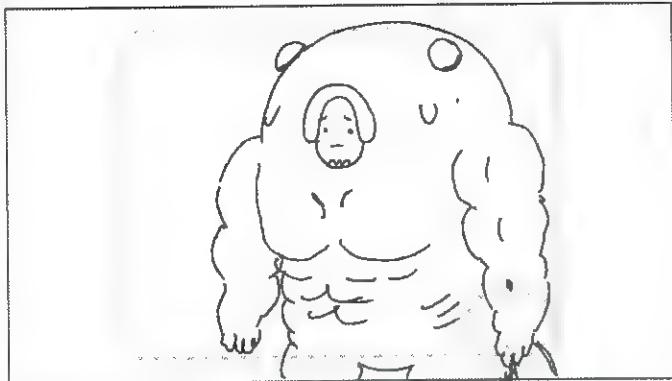
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

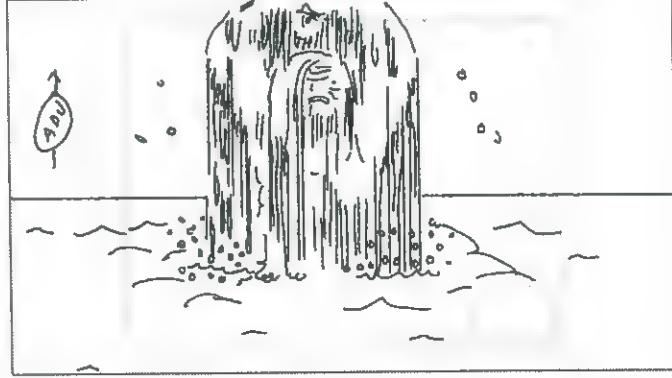
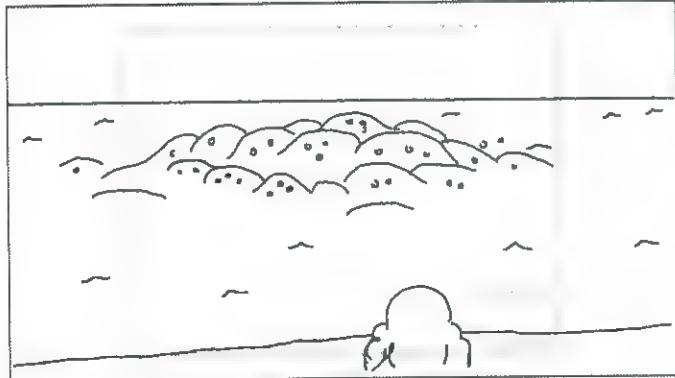
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

A GREAT BUBBLING.

Timing:

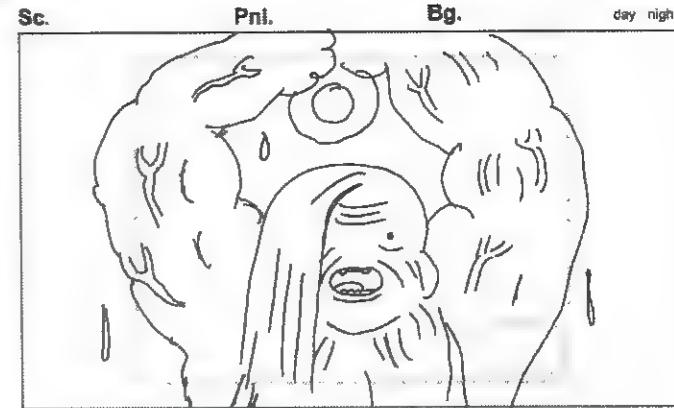
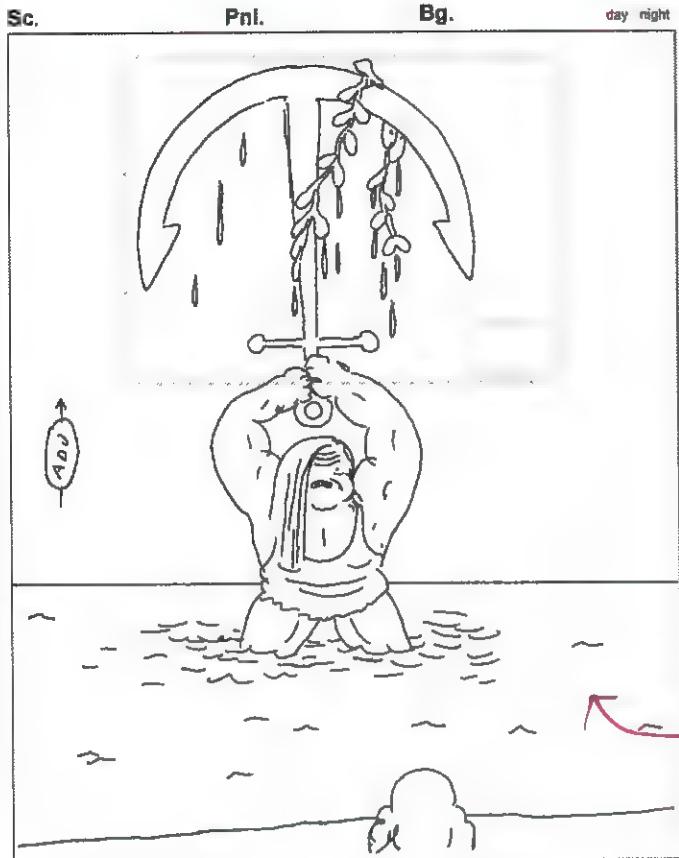
EPISODE #

Production :

+ H/U WATER POURING OFF. TO REVEAL ADVENTURE TIME



Page 41



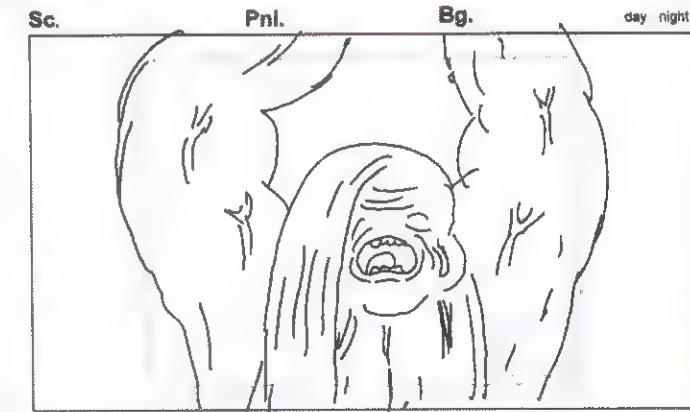
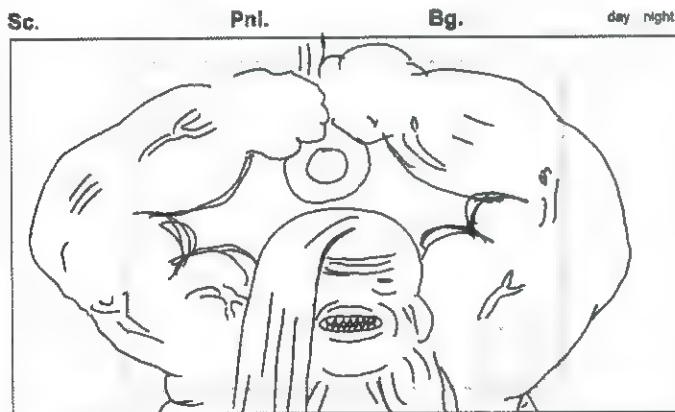
⑤ IRRELEVANT! THE PRIMARY OBJECTIVE MUST BE COMPLETED!

TRUCK OUT UP SHOT.
INSTEAD
OF PAN (?)

ADVENTURE TIME



Page _____



Dialog:

Y Y Y A A

Clearer action
to show she's
frightened +

Action:

Timing:

EPISODE #

Production :

EPISODE #

Production :

ADVENTURE TIME



Page 42

Sc.

Pnl.

Bg.

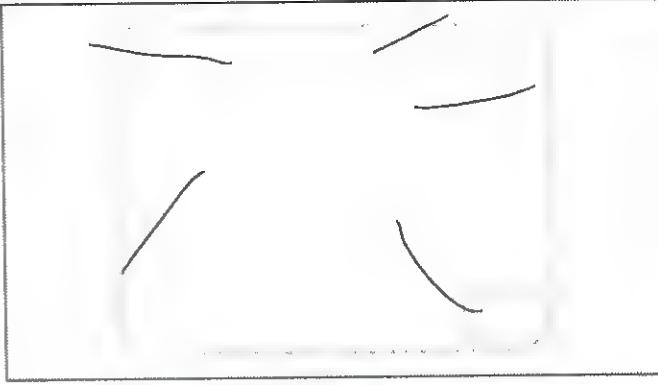
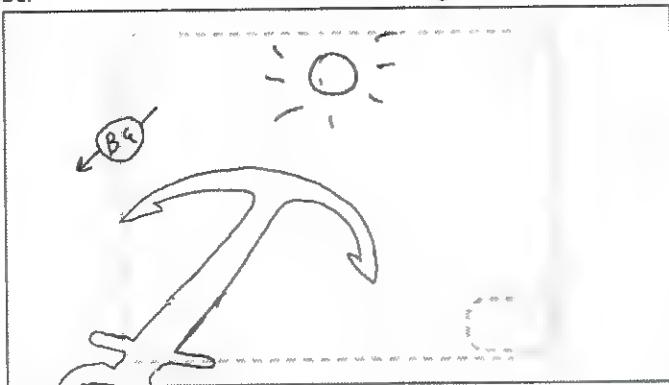
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

LOST IN THE SUN.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

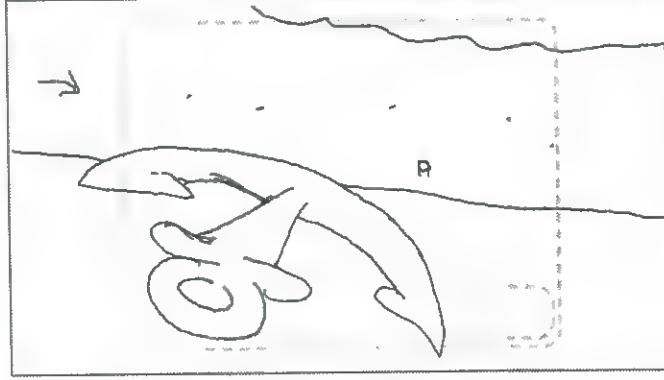
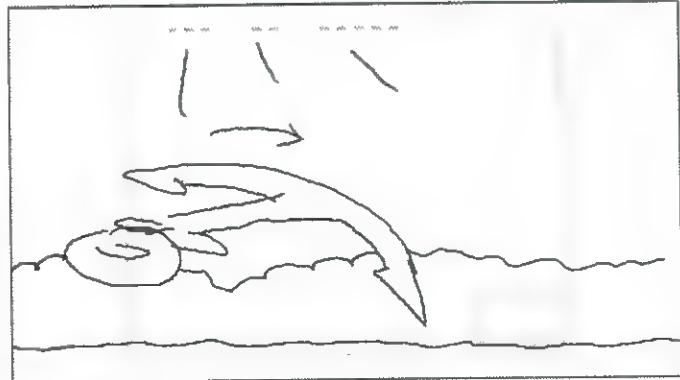
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BOMB WHISTLE →

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 43

Sc.

Pnl.

Bg.

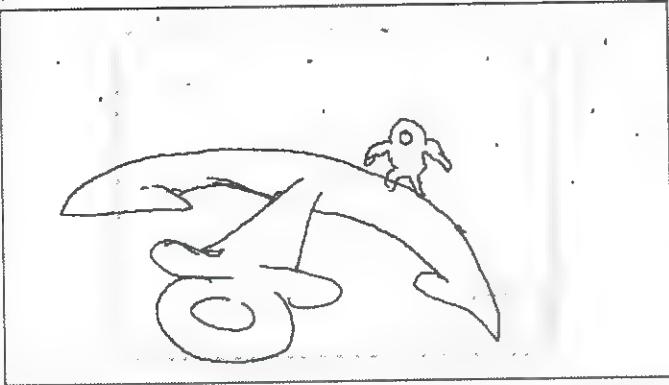
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

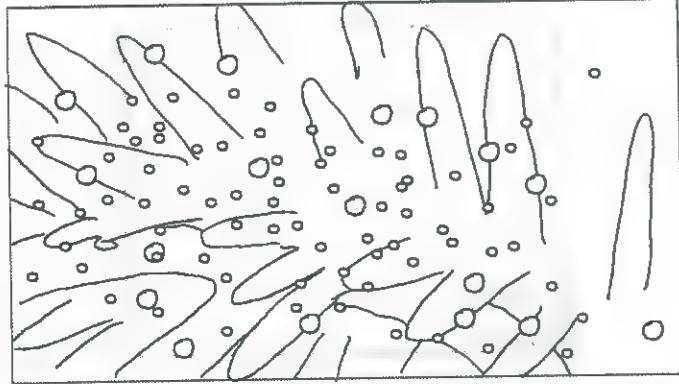
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

LIKE A WHITE OUT WITH SAND.

Timing:

EPISODE #

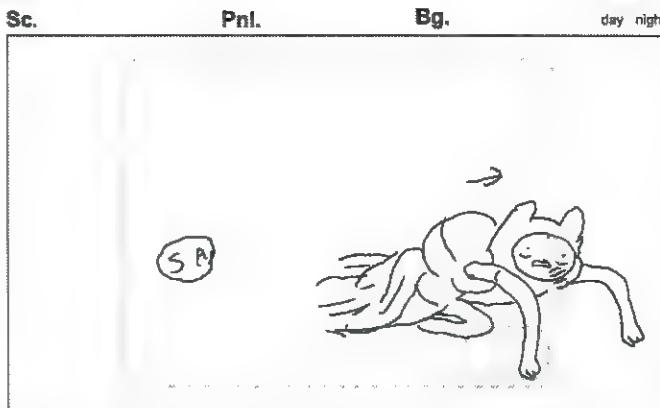
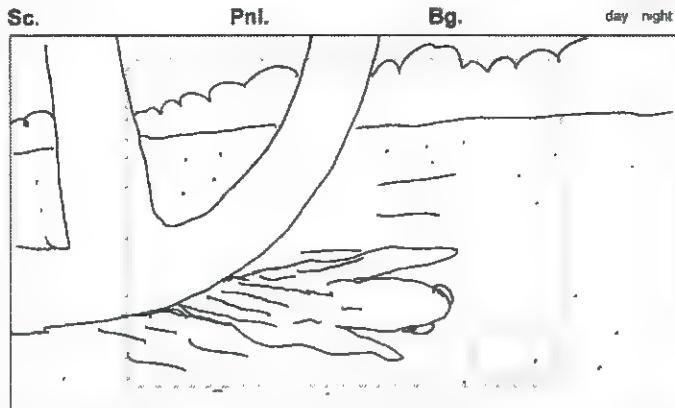
Production :

ADVENTURE TIME



Page 44

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Dialog:

(F) UGH!

Action:

Timing:

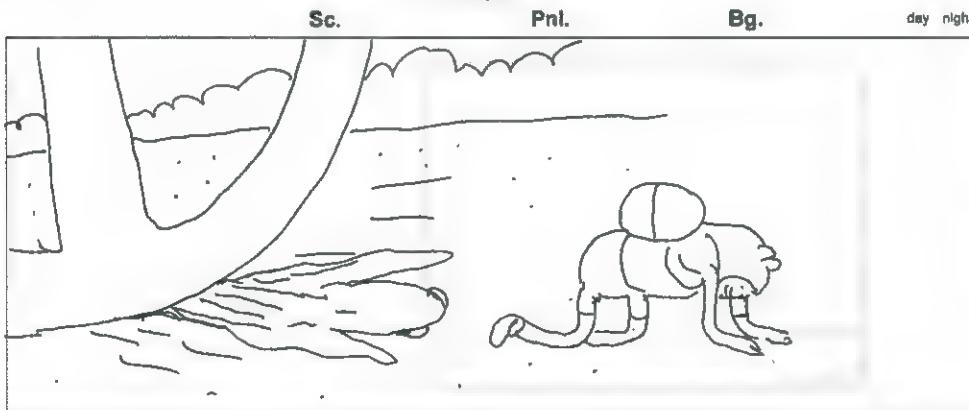
EPISODE #

Production :

ADVENTURE TIME



Page



Dialog:

Action:

Timing:

EPISODE #

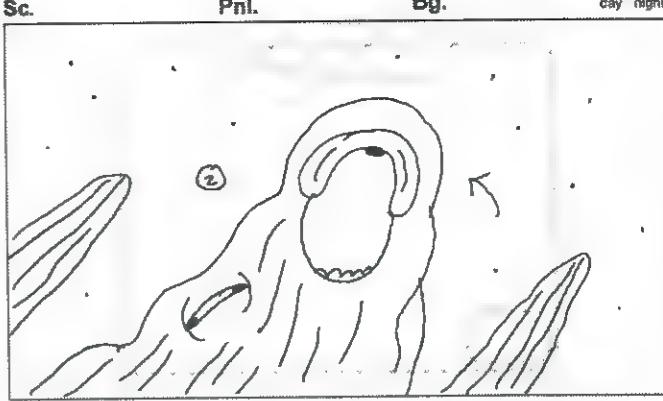
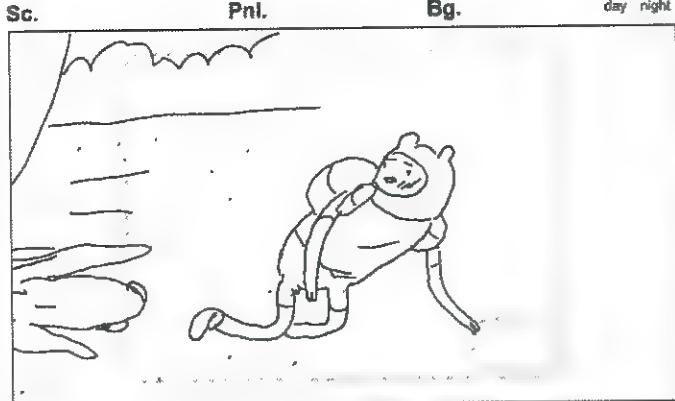
Production :

ADVENTURE TIME



Page 45

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Dialog:

(H) JAKE?

Action:

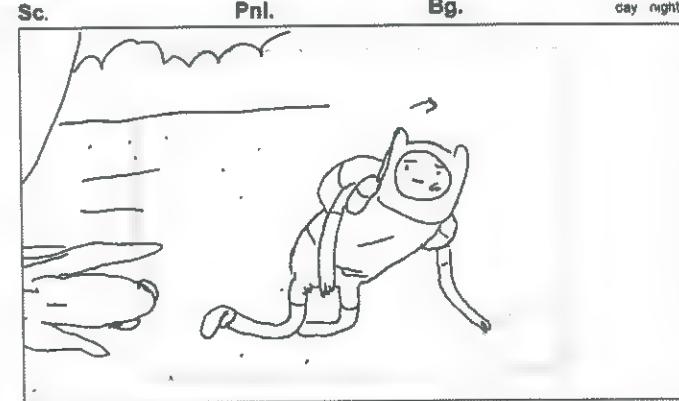
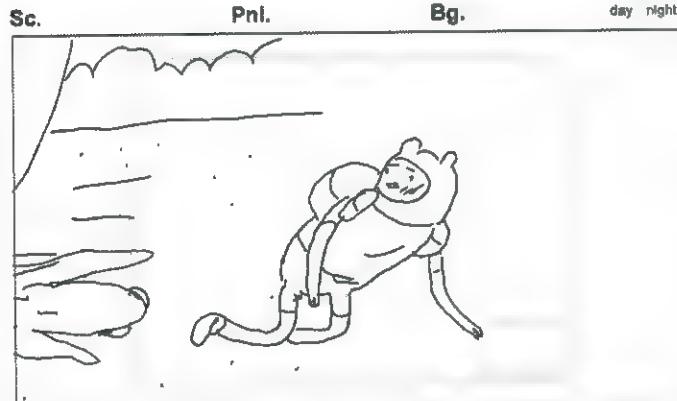
Timing:

(J) YUBBA DUBBA DUBBA DUBBA!

Sc. Pnl. Bg. day night



ADVENTURE TIME



Dialog:

Action:

Timing:

EPISODE #

Production :

EPISODE #

Production :

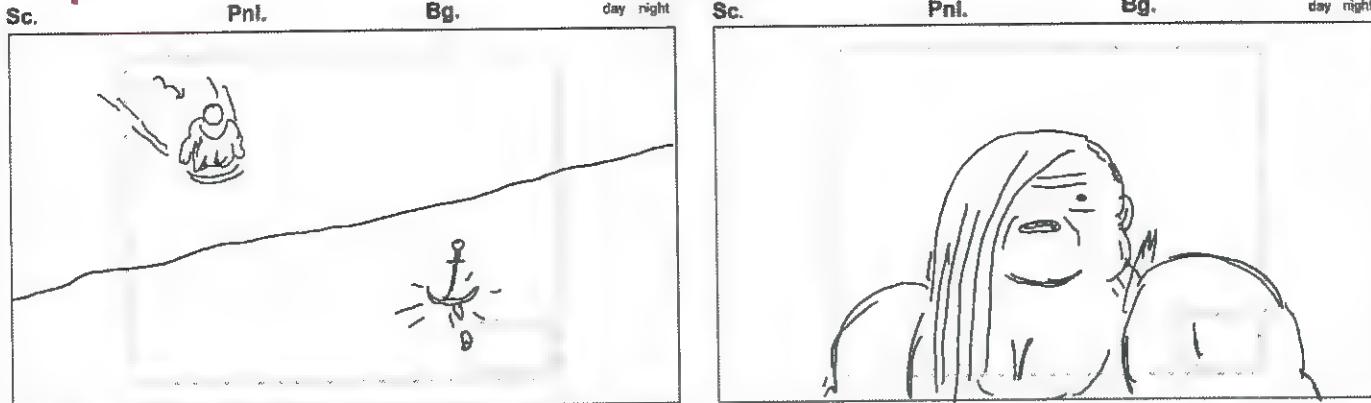
+ S.P.

ADVENTURE TIME



Page 46

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Dialog:

Action:

Timing:

EPISODE #

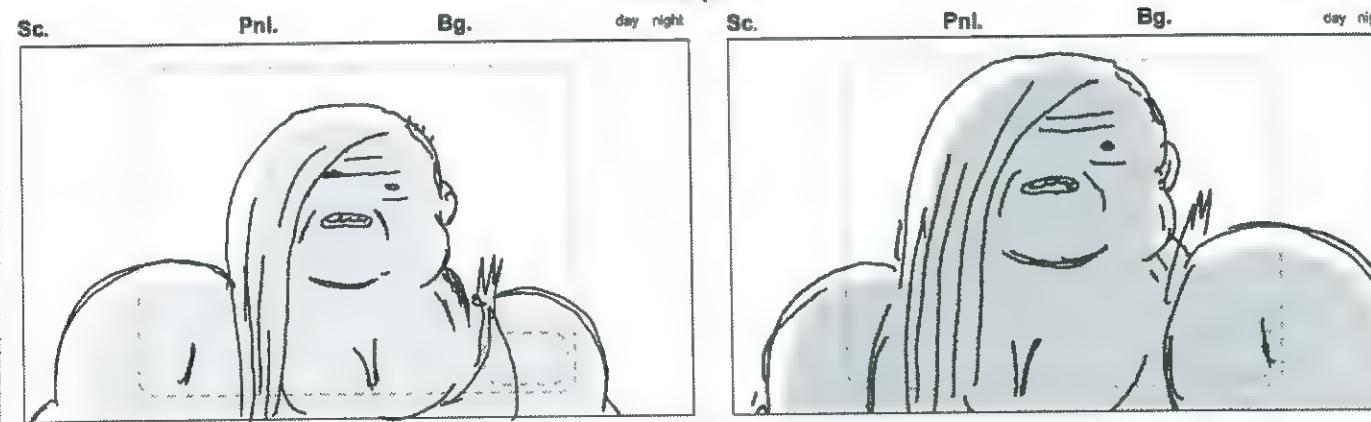
Production :

ADVENTURE TIME



Page _____

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Dialog:

Action:

Timing:

EPISODE #

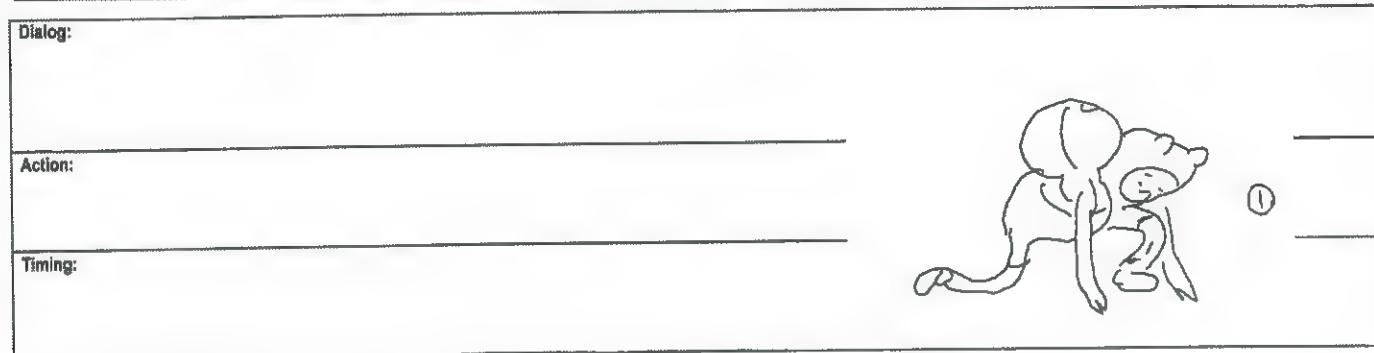
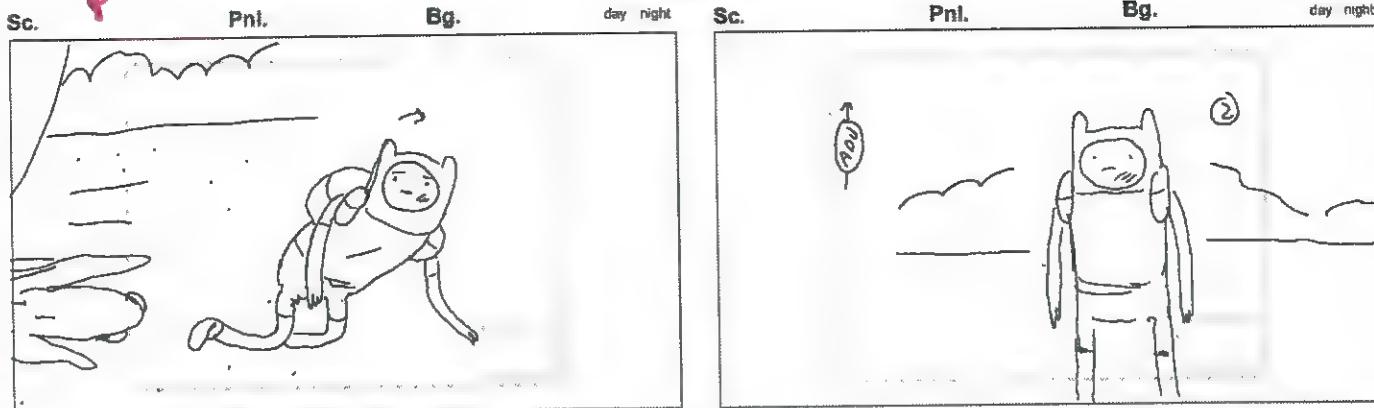
Production :

+S.P.

ADVENTURE TIME



Page 47



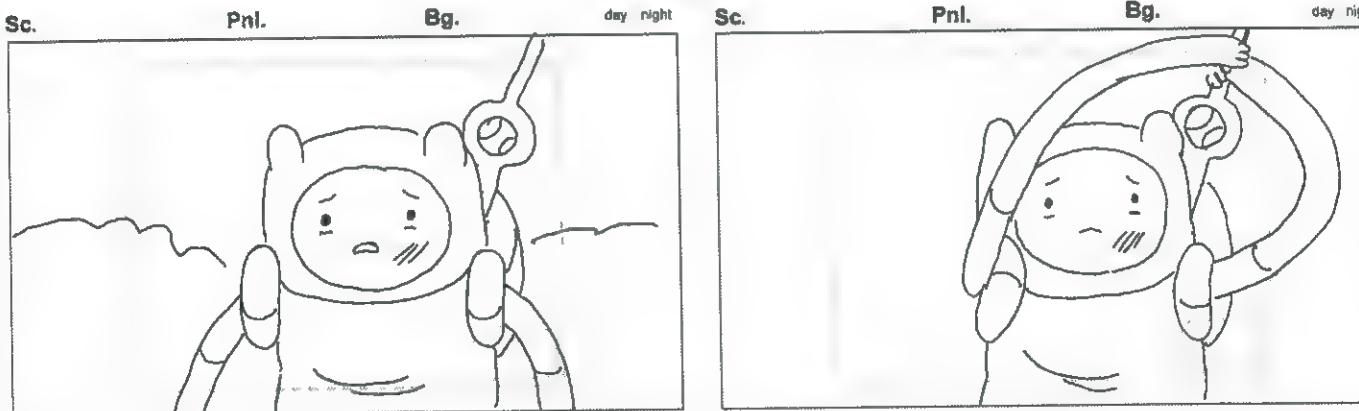
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:
⑥ I ... I DON'T WANT
TO DO THIS ...

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 48

Sc.

Pnl.

Bg.

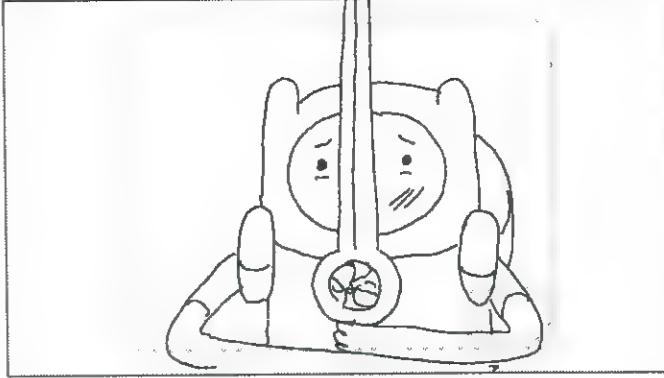
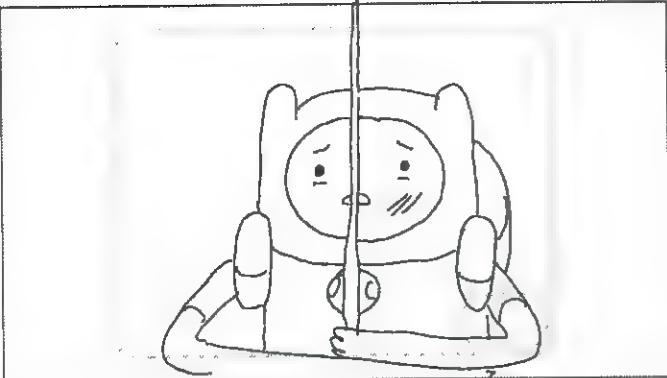
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(P) BUT YOU'RE HURTING
TOO MANY PEOPLE.

(SFX) = SHEEN =

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



+ S.P. • WIDER STAGING
MORE of SUSAN.

Page

Sc.

Pnl.

Bg.

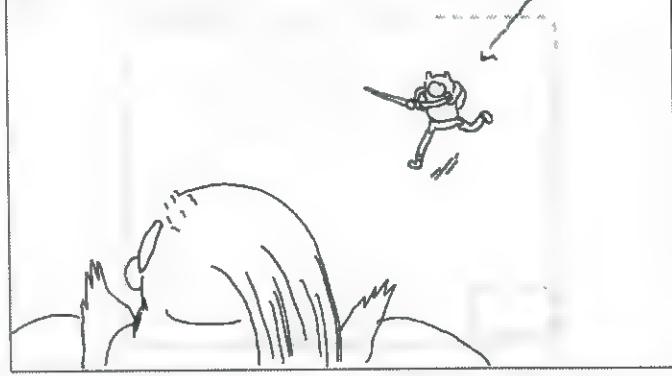
day night

Sc.

Pnl.

Bg.

day night



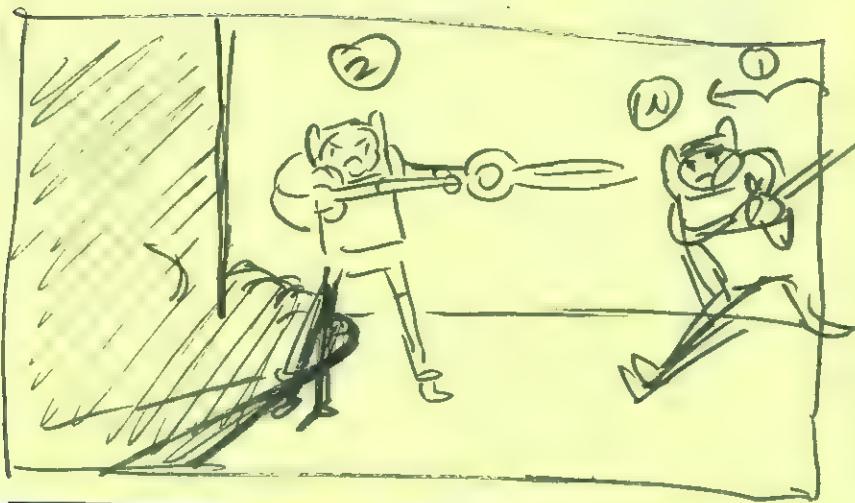
Dialog:

Action:

Timing:

EPISODE #

Production :



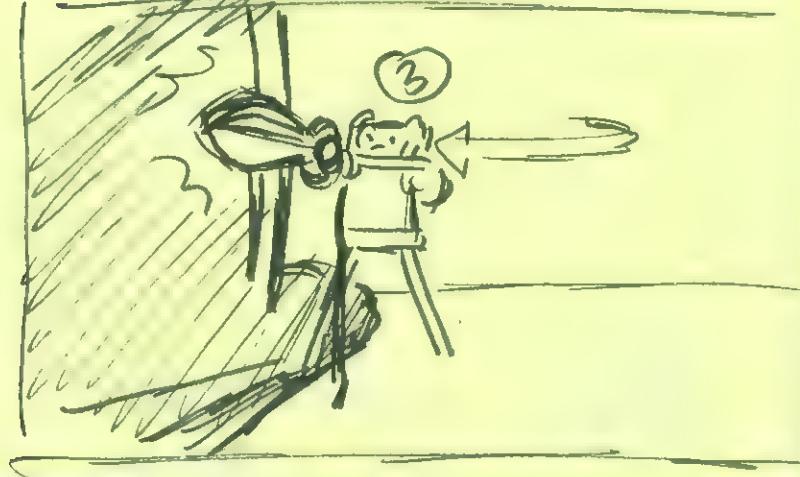
Page 49
day night

Pnl.

Bg.

Dialog:

STAGE SHOW YOU SEE ~~THE~~
THE FLAT SIDE CLEARLY.



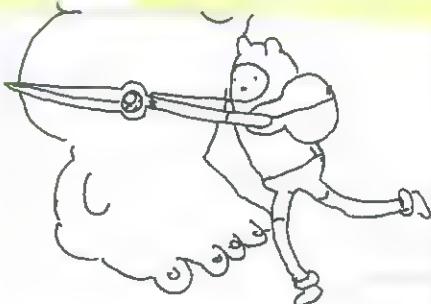
EPISODE #

Production :

COMBINE
w/ prev.
SHOT.

night

P



EPISODE #

Dialog:

SFX : SCA P :

Action:

Timing:

Production :

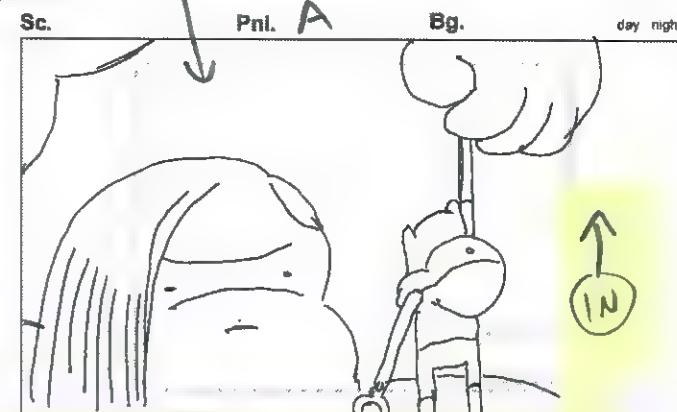
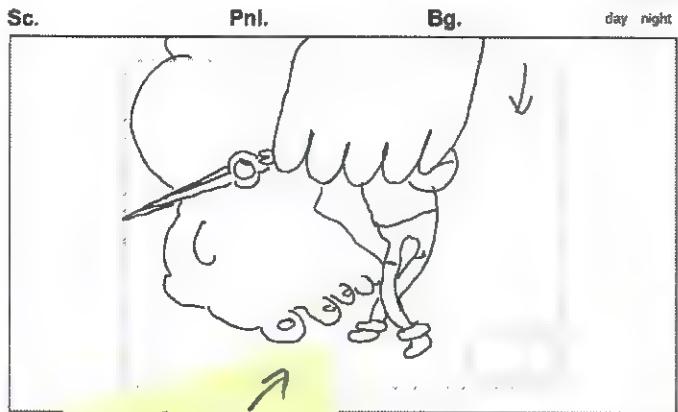
ADVENTURE TIME



CUT TO THIS.

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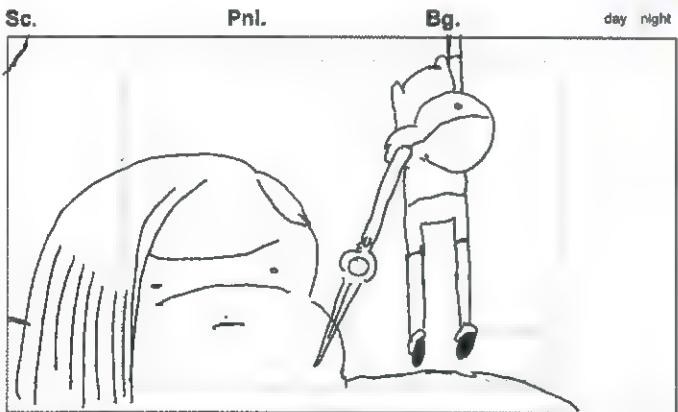
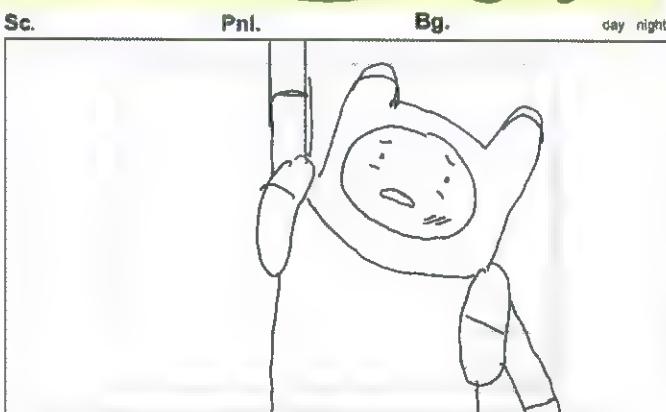


COMBINE
WITH PREV
SHOT.

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(F) I DON'T KNOW
WHAT TO DO!

(ACT) I'M FIGHTING BUT I DON'T
KNOW, I'M CONFUSED!

Action:

Timing:

EPISODE #

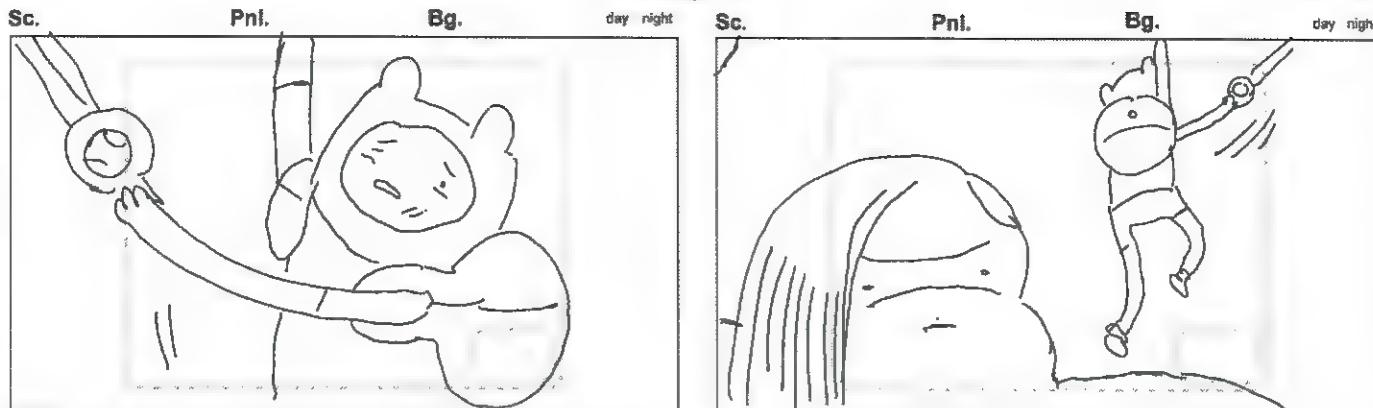
Production :

ADVENTURE TIME



S1

Page _____



Dialog:

(F) I DON'T KNOW!

Action:

Timing:

EPISODE #

Production :

EPISODE #

- RESONATES/SHAKES
TO DISABLE IMPLANT

ADVENTURE TIME

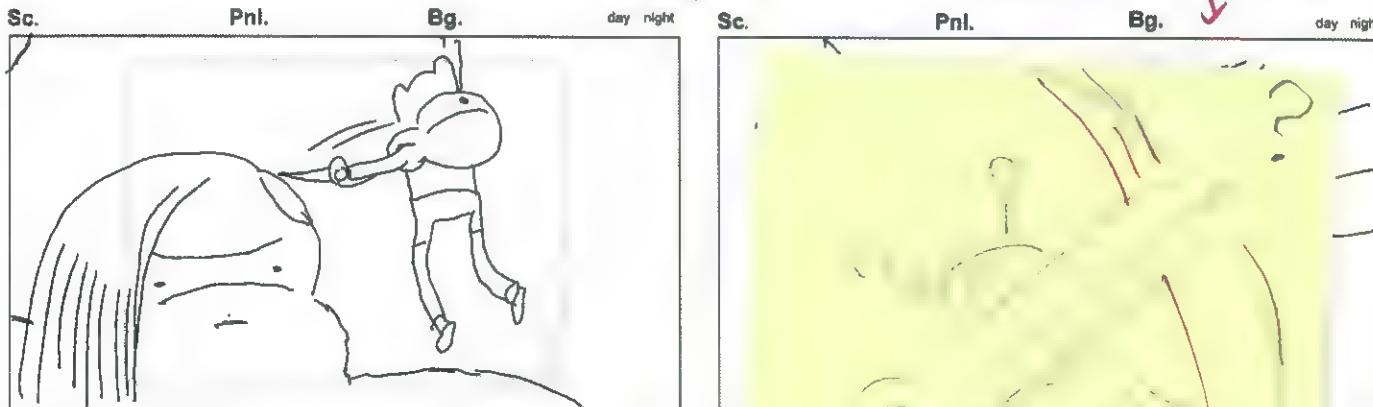


SFX

CHUNK

Page _____

day night



Dialog:

Action:

Timing:

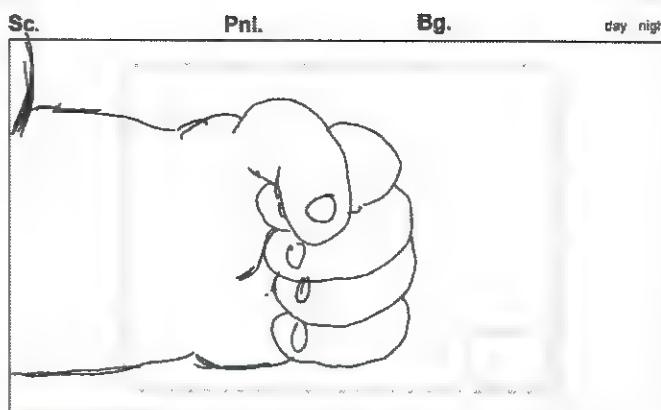
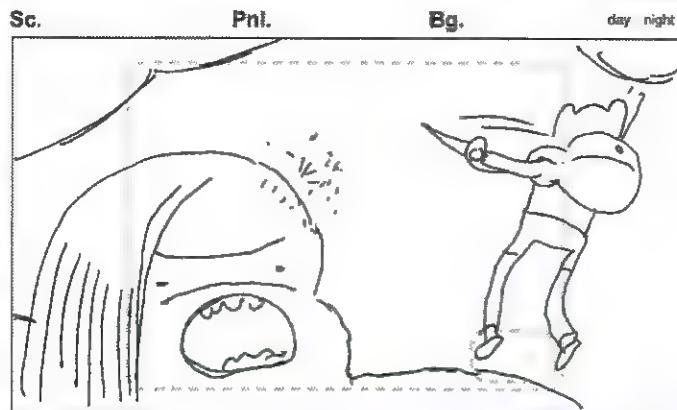
Production :

ADVENTURE TIME



Page S 2

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Dialog:

WAH



Action:

Timing:

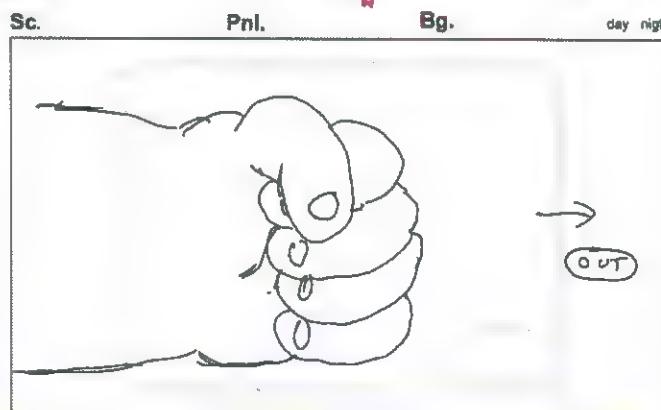
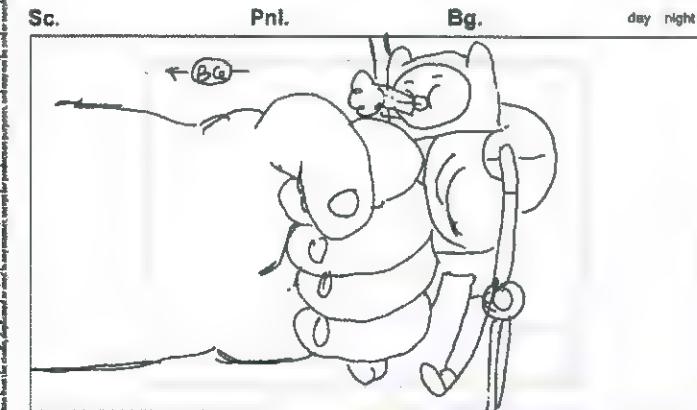
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:

F GO F!

+ PNL.



Action:

Timing:

+ F. OUT ↗
POSE ↘

EPISODE #

Production :

ADVENTURE TIME



Page 53 A

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Sc.

Pnl.

Bg.

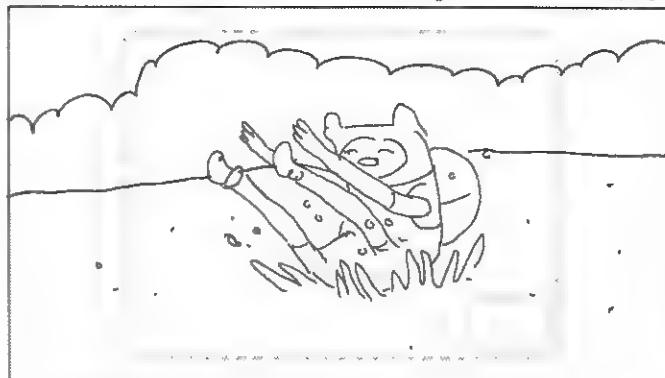
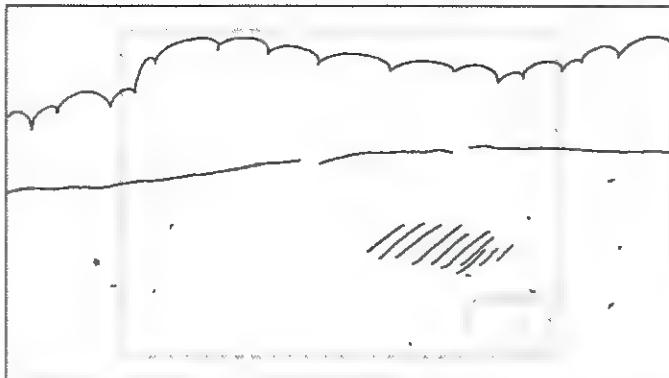
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

+HVU

ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

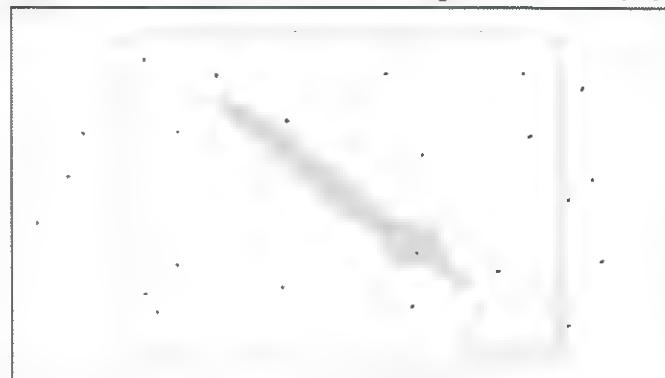
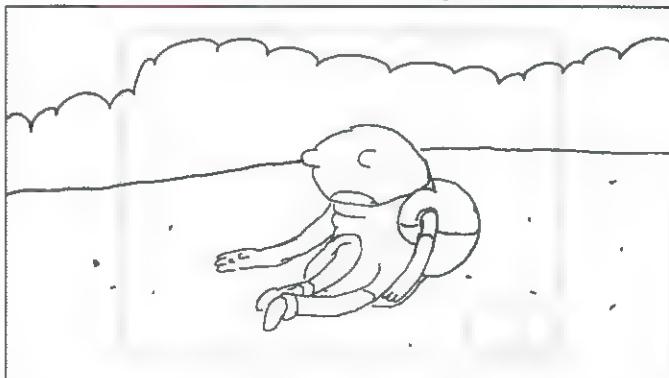
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



53 B

Page _____

Sc.

Pnl.

Bg.

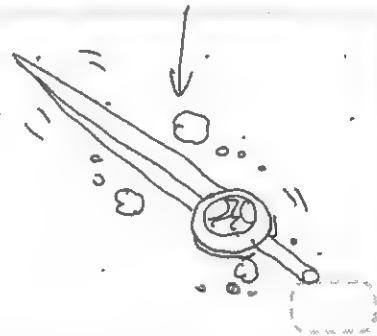
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(S) OBJECTIVE --- UGH.
OBJEC --- UFF....

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



- RIP IT OUT
MORE.

Page _____

Sc.

Pnl.

Bg.

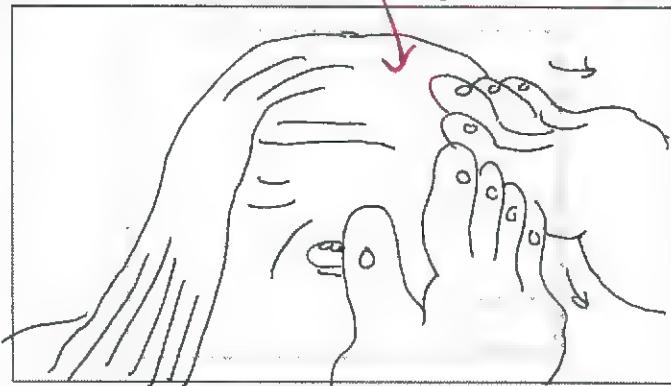
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SPX) SPARKING
(S) UGH...

Action:

"WIPES" OFF IMPLANT.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 54

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Sc.

Pnl.

Bg.

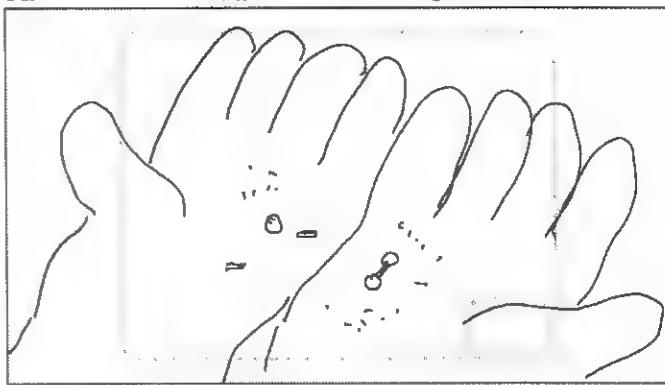
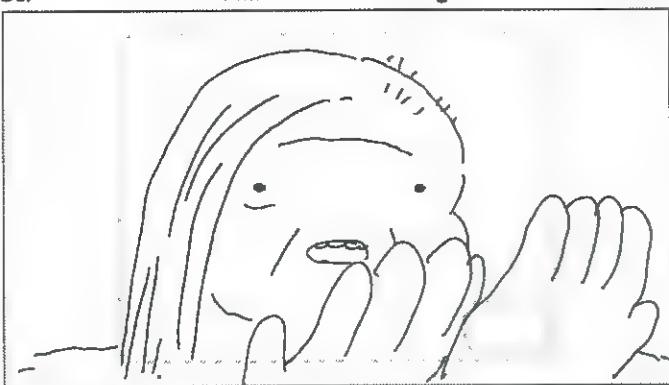
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

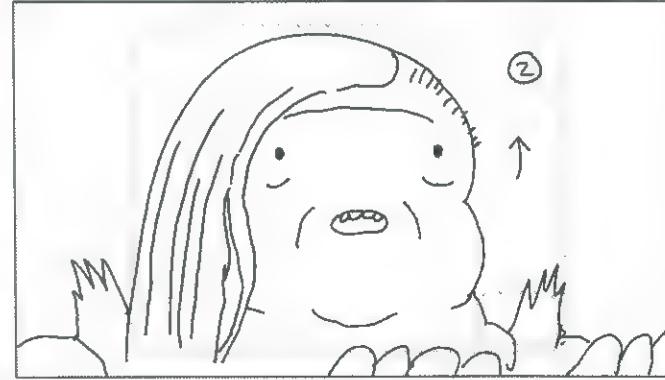
day night

Sc.

Pnl.

Bg.

day night



Dialog:

⑤ ⑥ FINN ?

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 55

Sc.

Pnl.

Bg.

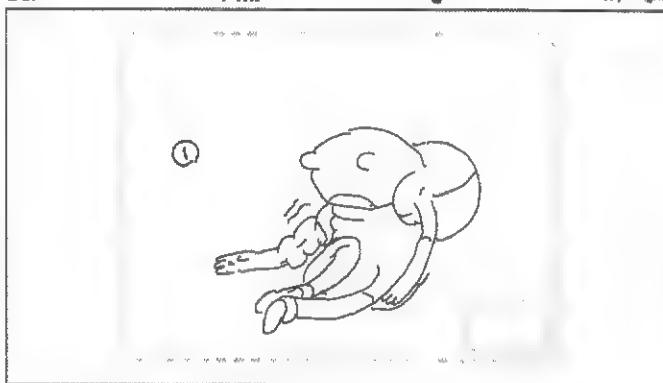
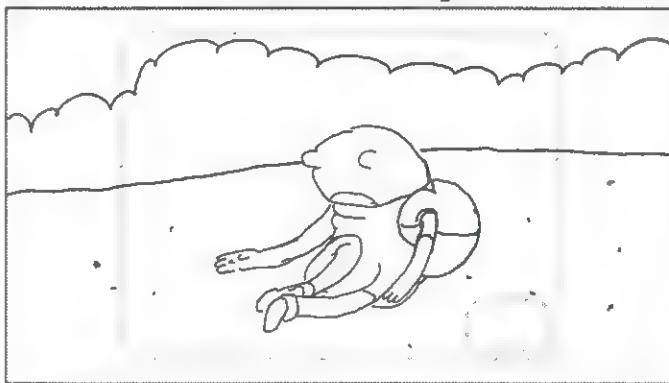
day night

Sc.

Pnl.

Bg.

day night

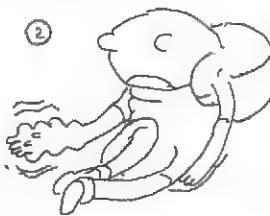


Dialog:

(SPK) WAHBBLE WAHBBLE WAHBBLE

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

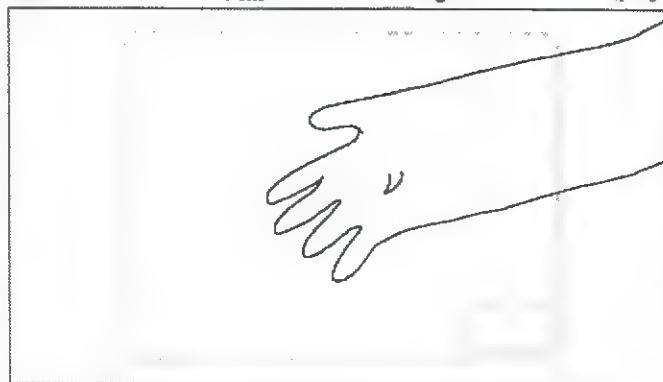
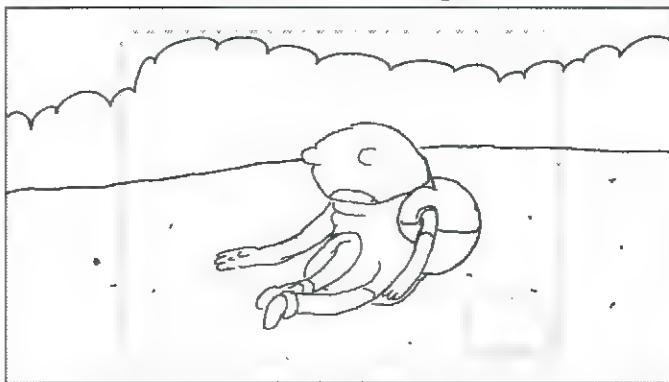
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



S 6

Page _____

Sc.

Pnl.

Bg.

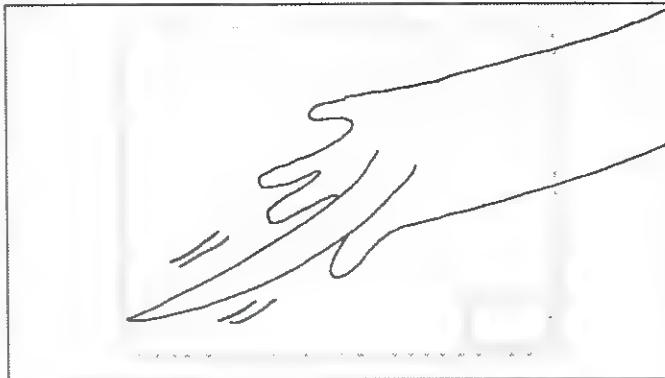
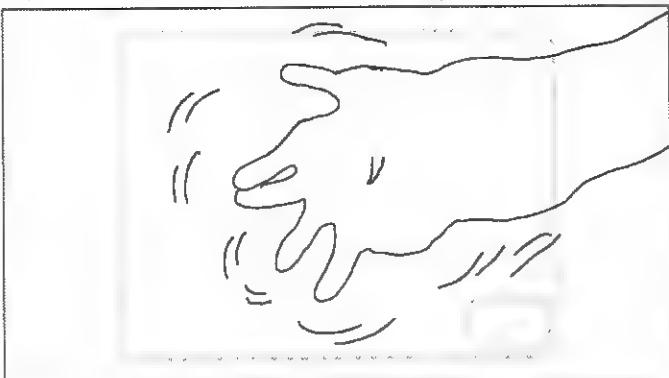
day night

Sc.

Pnl.

Bg.

day night



Dialog:

WARBBLE WARBBLE WARBBLE

SHEENK!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

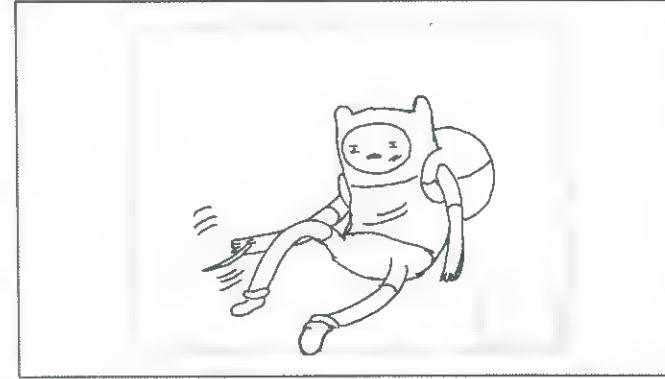
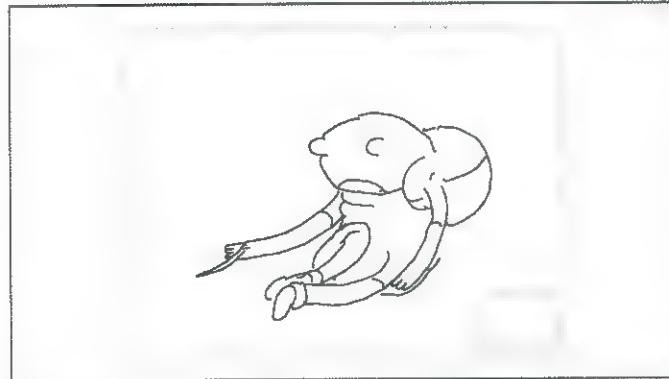
day night

Sc.

Pnl.

Bg.

day night



Dialog:

WHA? NO.

Action:

Timing:

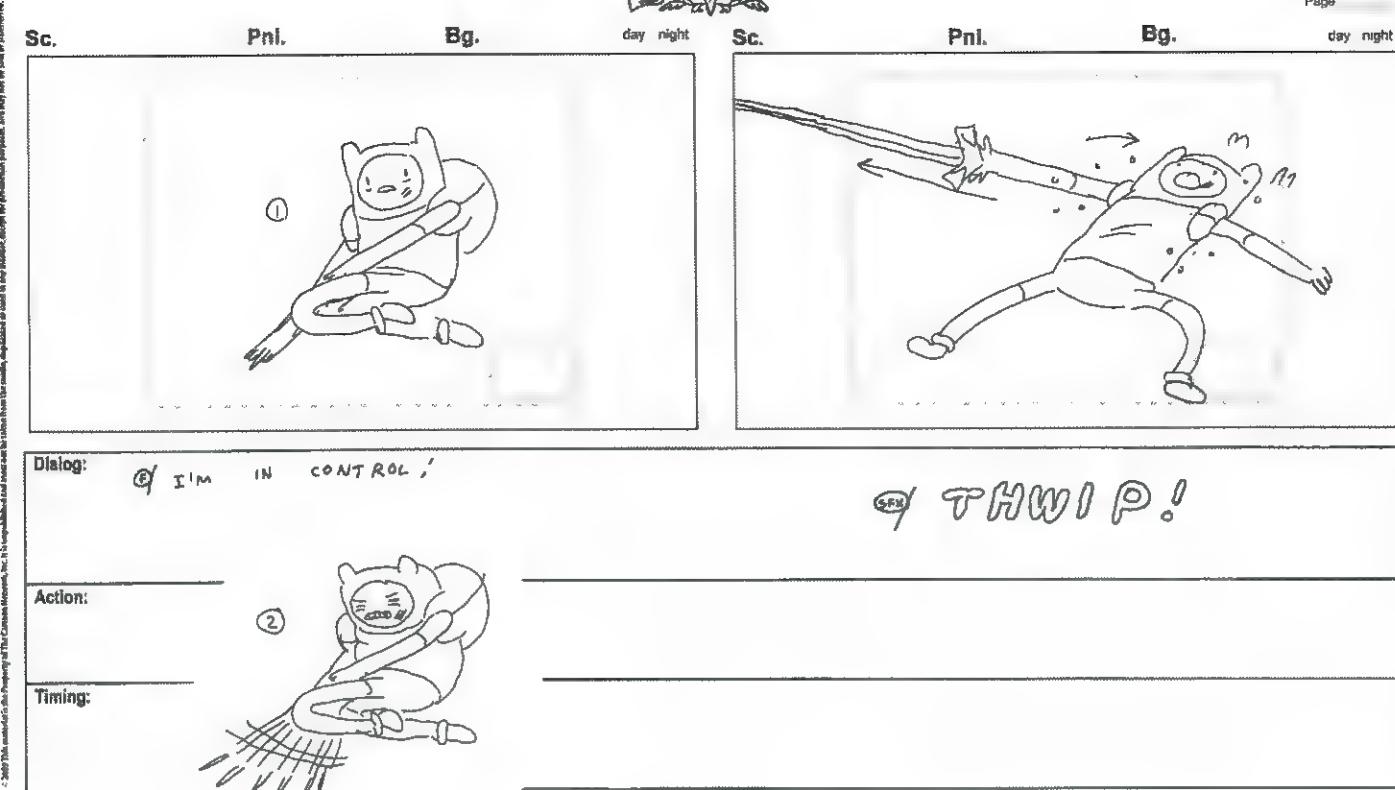
EPISODE #

Production :

ADVENTURE TIME



Page 57



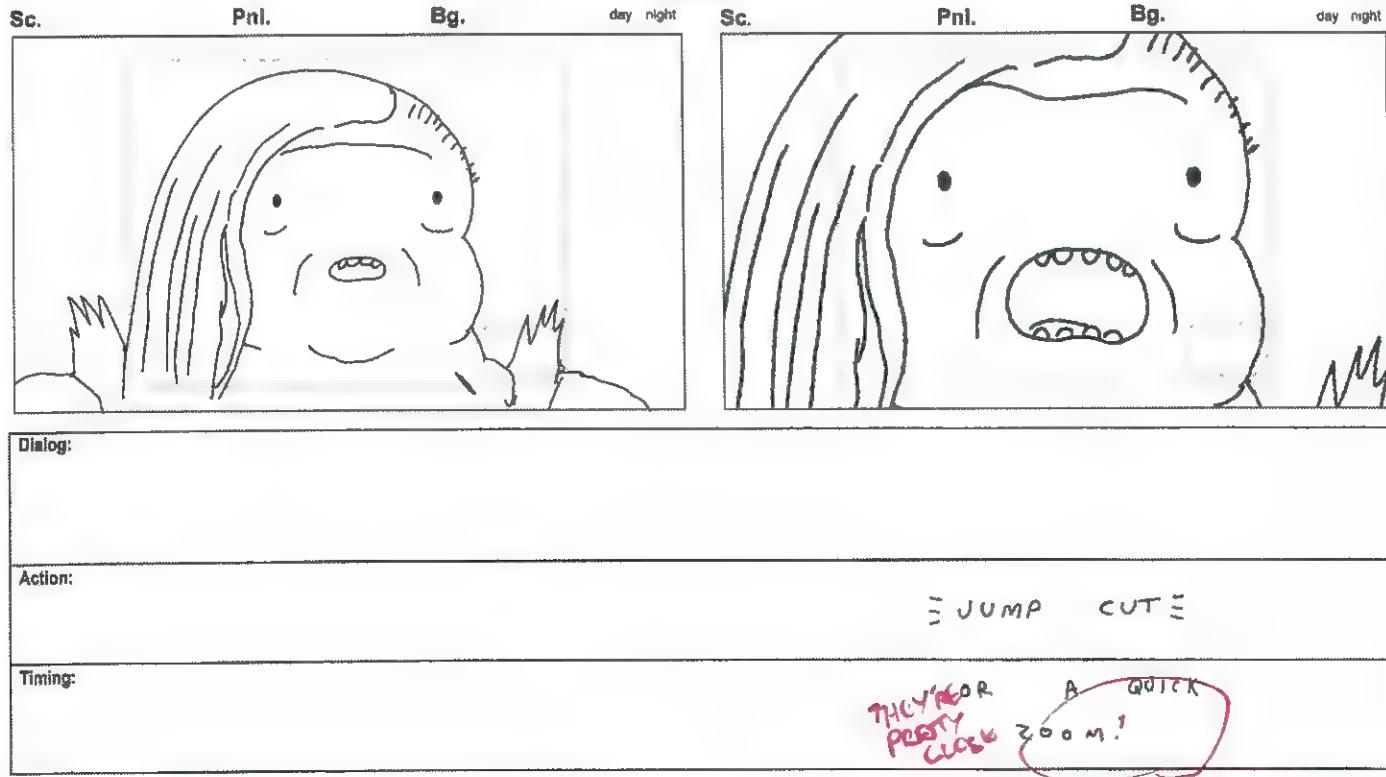
EPISODE #

Production :

ADVENTURE TIME



Page



EPISODE #

Production :

ADVENTURE TIME



Page 53

EPISODE #

Production :

Sc.

Pnl.

Bg.

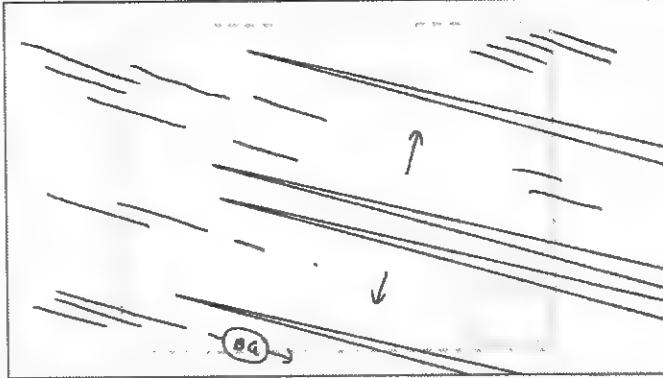
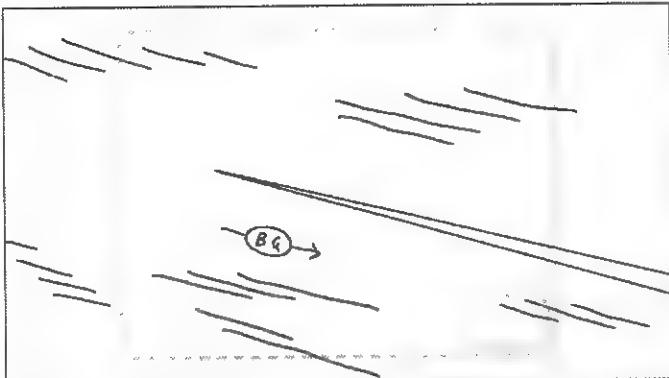
day night

Sc.

Pnl.

Bg.

day night



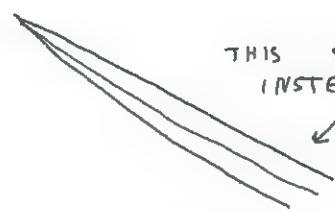
Dialog:

Action:

THIS SHAPE
INSTEAD

SEPERATES INTO FOUR.

Timing:



ADVENTURE TIME



Page

Sc.

Pnl.

Bg.

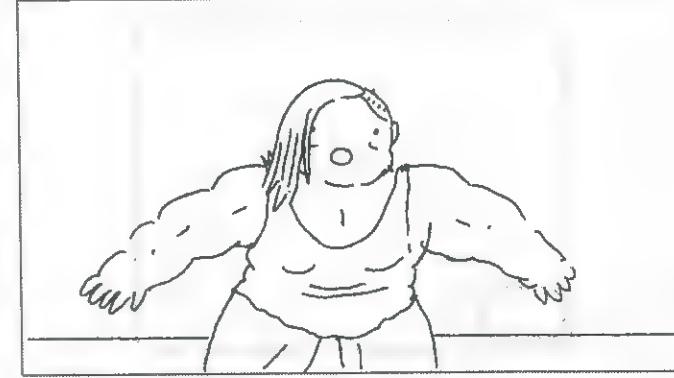
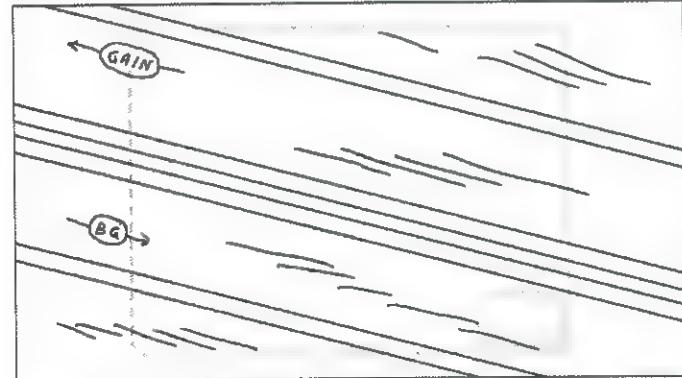
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



59

Page _____

Sc.

Pnl.

Bg.

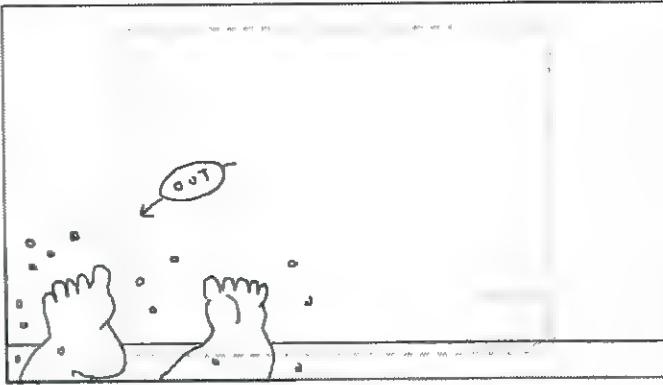
day night

Sc.

Pnl.

Bg.

day night



Dialog:

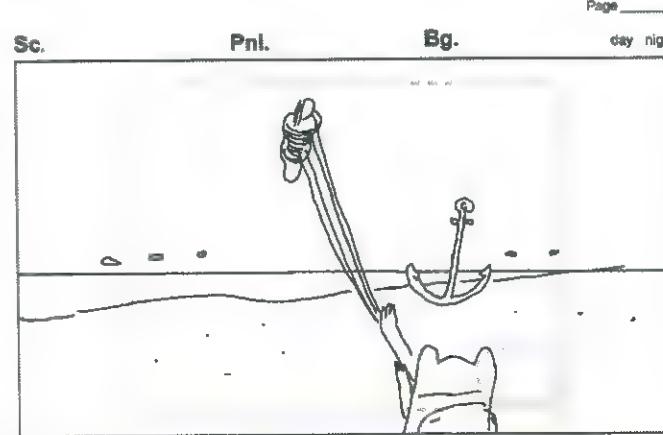
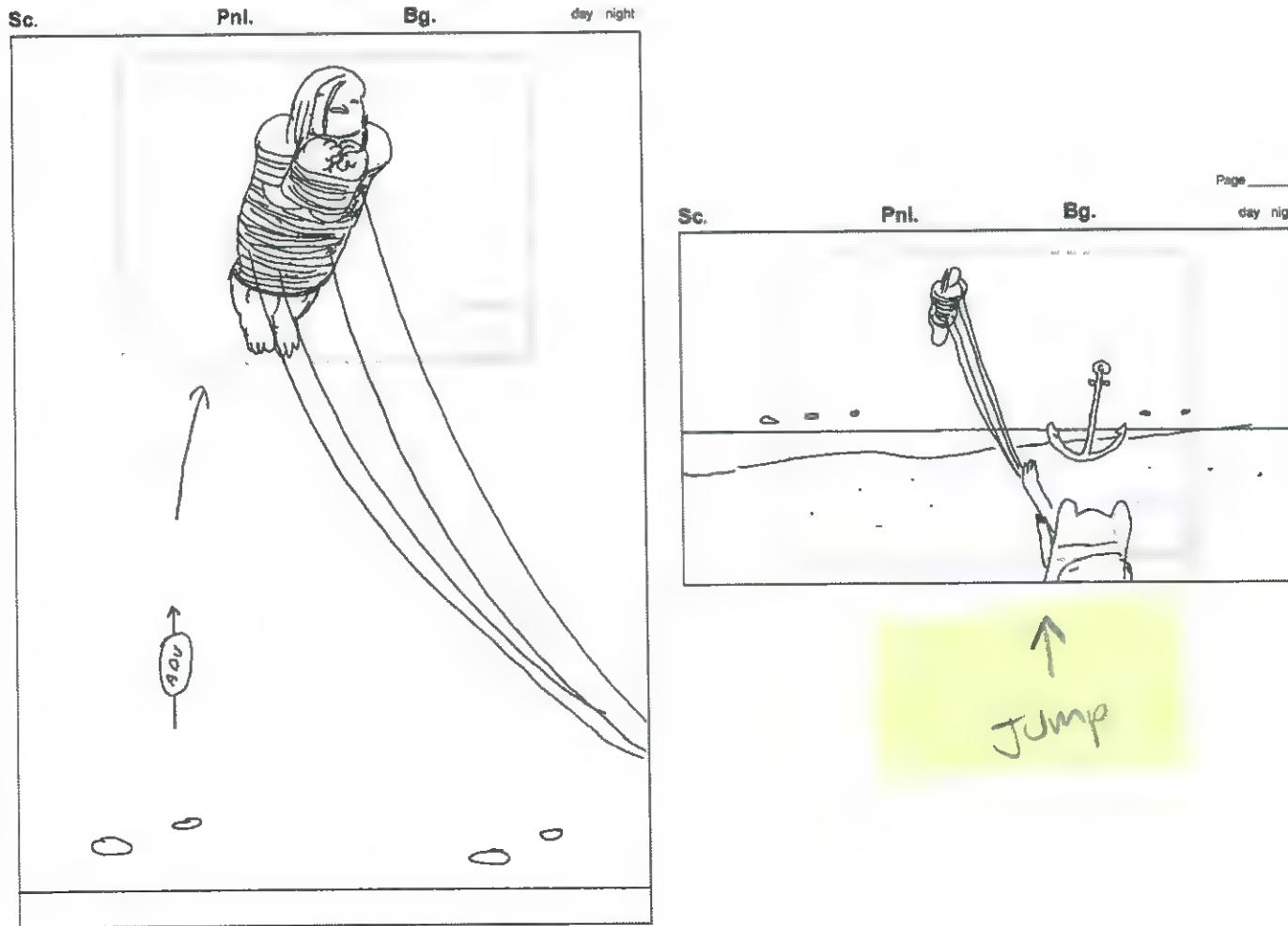
UGH!

Action:

Timing:

EPISODE #

Production :



→
Jump

EPISODE #

Production :

ADVENTURE TIME



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Sc.

Pnl.

Bg.

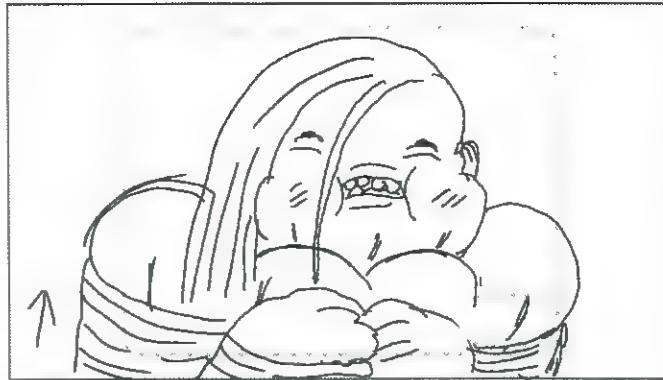
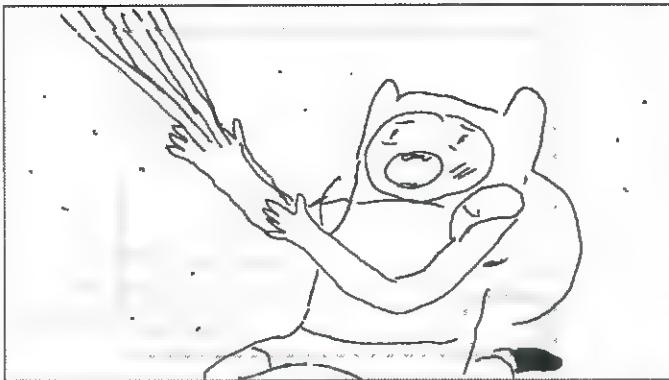
day night

Sc.

Pnl.

Bg.

day night



Dialog:

NO !!!

= CONSTRICTING NOISES =

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

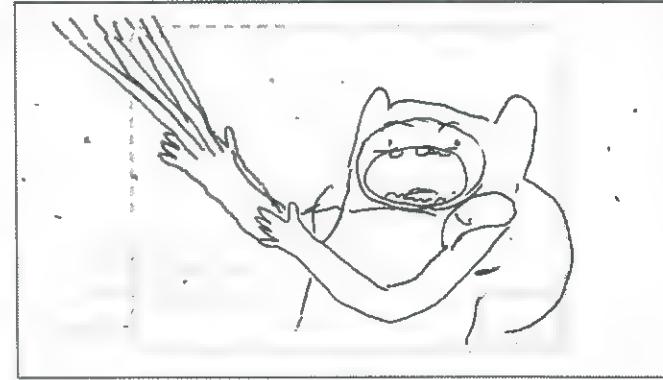
day night

Sc.

Pnl.

Bg.

day night



Dialog:

GURGLE GURGLE!

A A H!

Action:

I CAN WALK

Timing:

THIS BACK?

I DON'T KNOW.

HOW GRUEL IS THE ARM??

EPISODE #

Production :

ADVENTURE TIME



Page 61 A

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

F NOT ON MY ARM!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

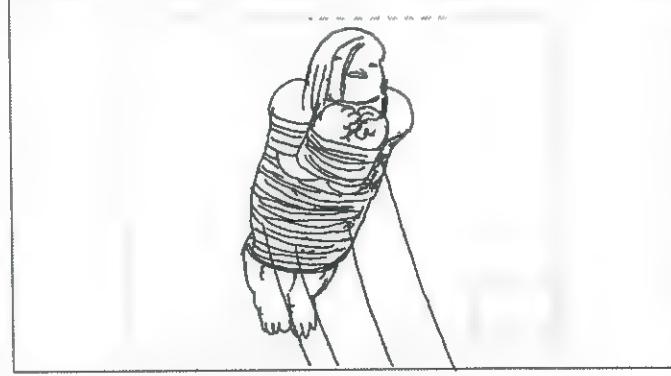
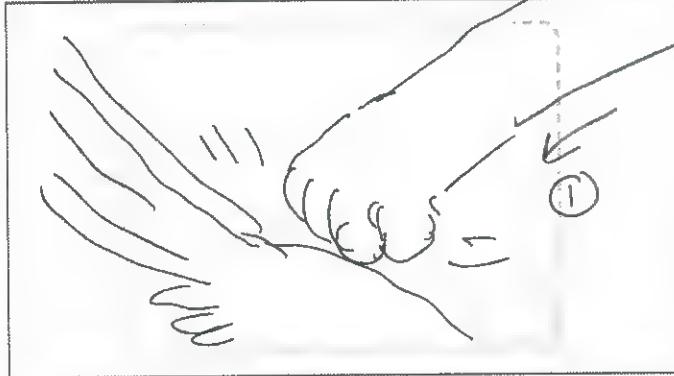
day night

Sc.

Pnl.

Bg.

day night



Dialog:

POW.

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



61 p

Page

Sc.

Pnl.

Bg.

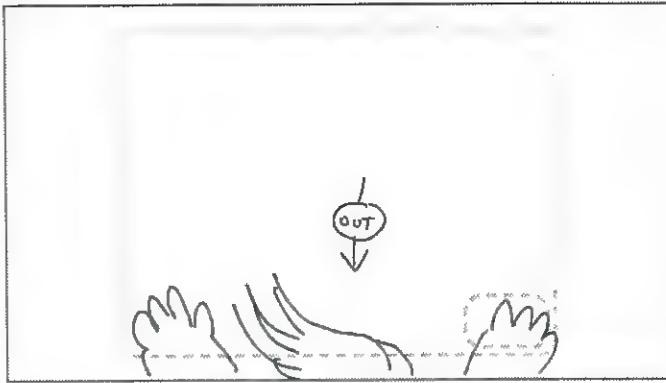
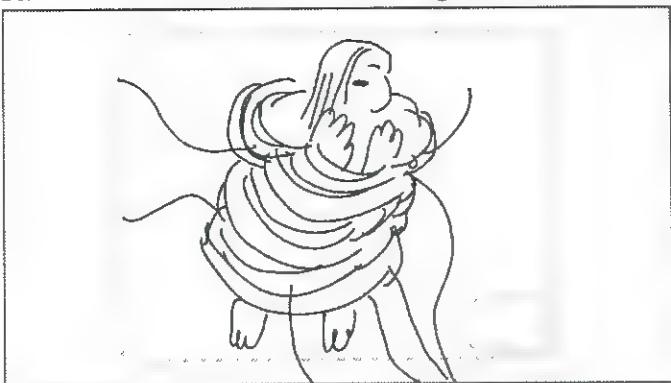
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

+SP.
↓

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

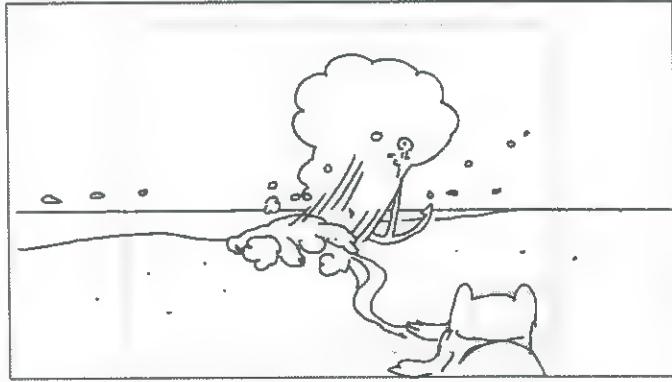
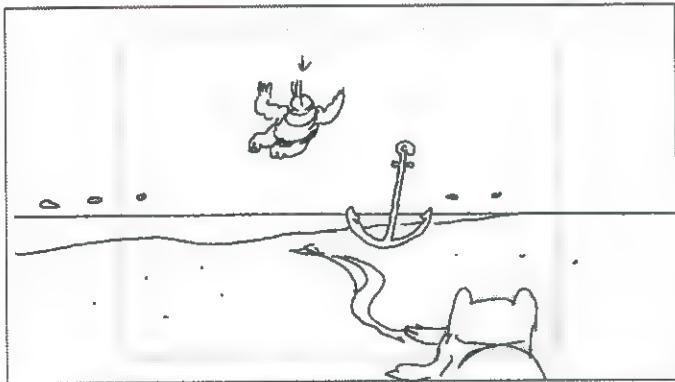
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BOOM

Action:

Timing:

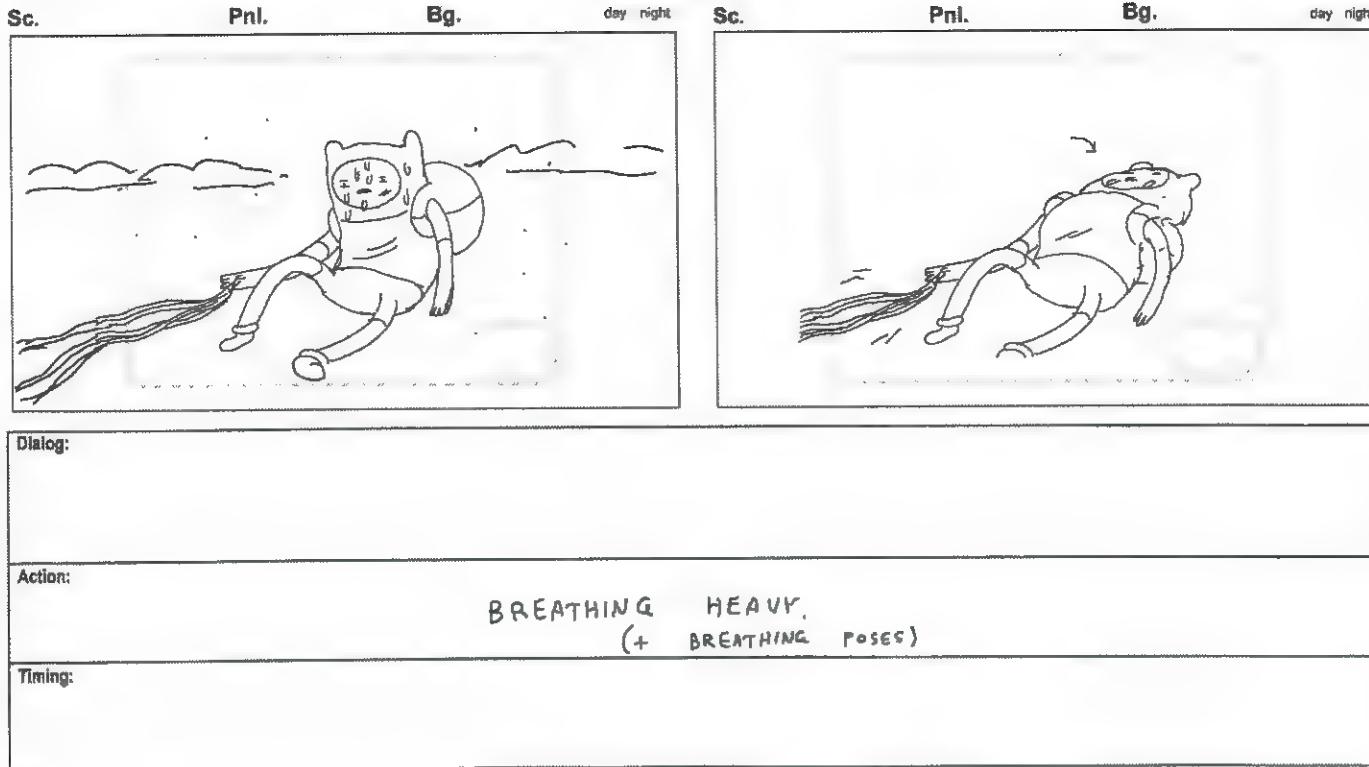
EPISODE #

Production :

ADVENTURE TIME

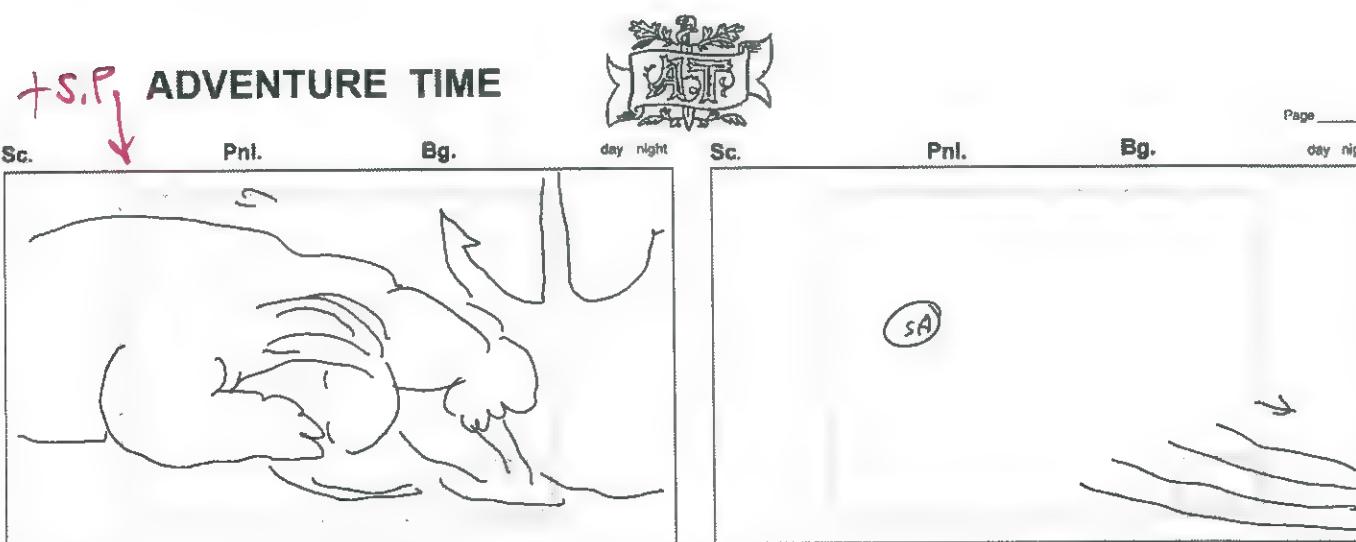


61c
Page _____

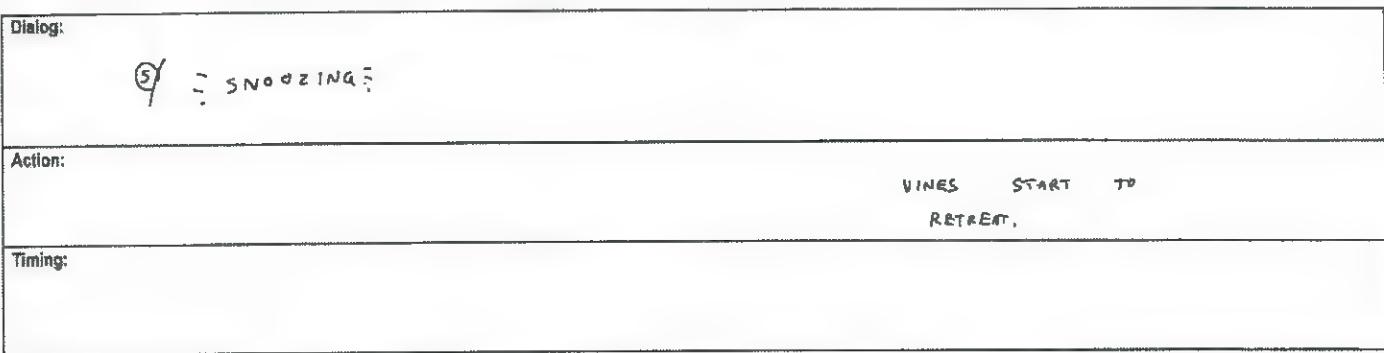


EPISODE #

Production :



EPISODE #



Production :

ADVENTURE TIME



62

Page _____

Sc.

Pnl.

Bg.

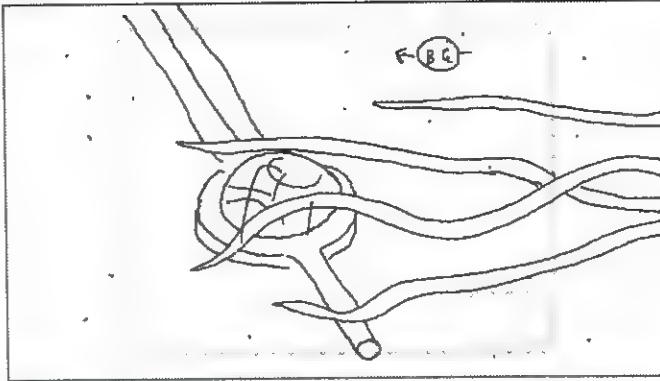
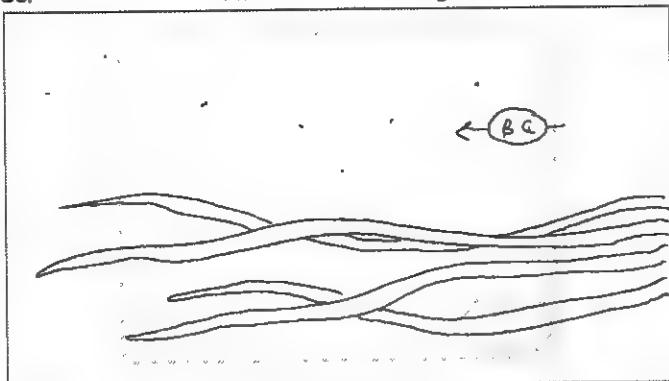
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

VINES RETRACTING.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

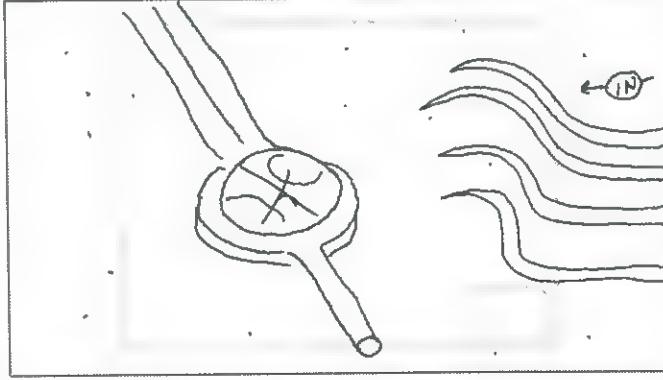
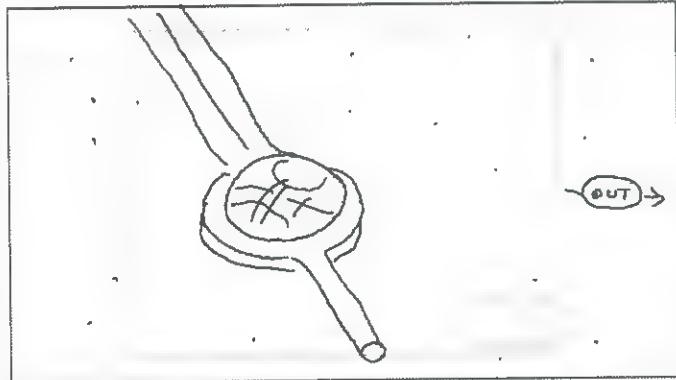
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

"LOOKS" AT SWORD.

Timing:

EPISODE #

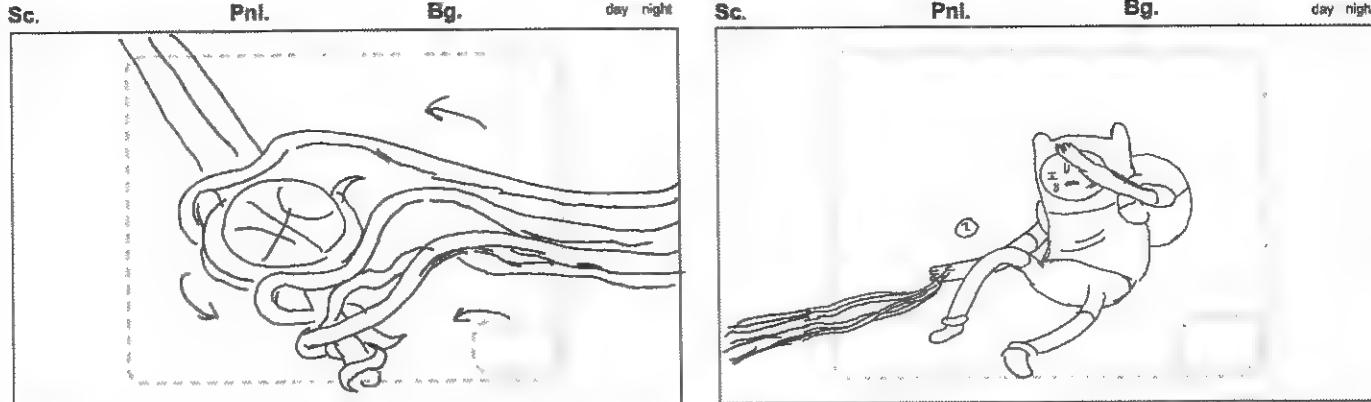
Production :

ADVENTURE TIME



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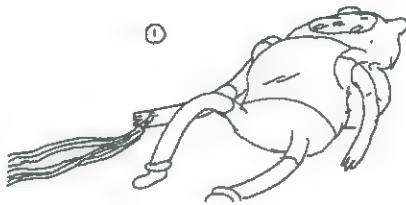


Dialog:

(F) H U H ?

Action:

Timing:



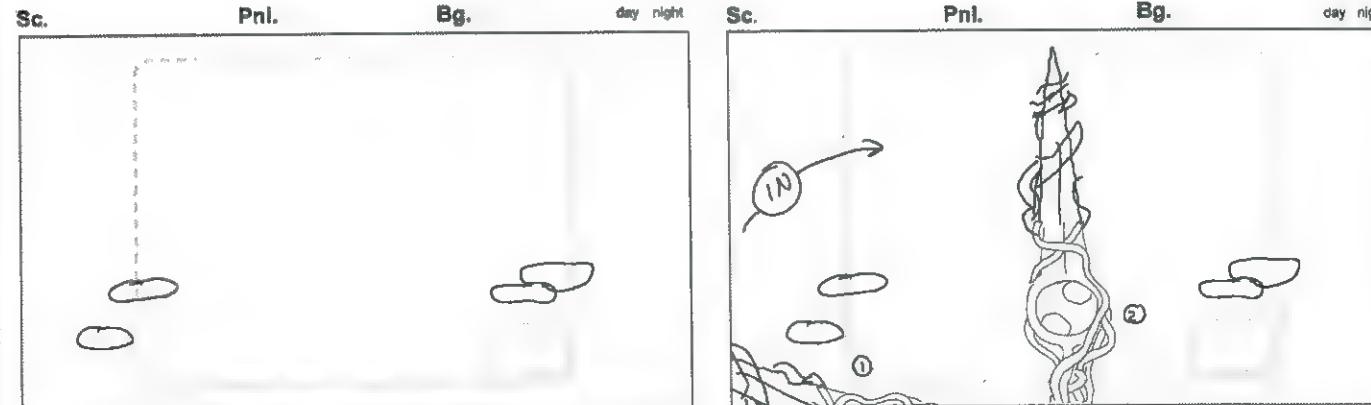
EPISODE #

Production :

ADVENTURE TIME



Page _____



Dialog:

Action:

Timing:

EPISODE #

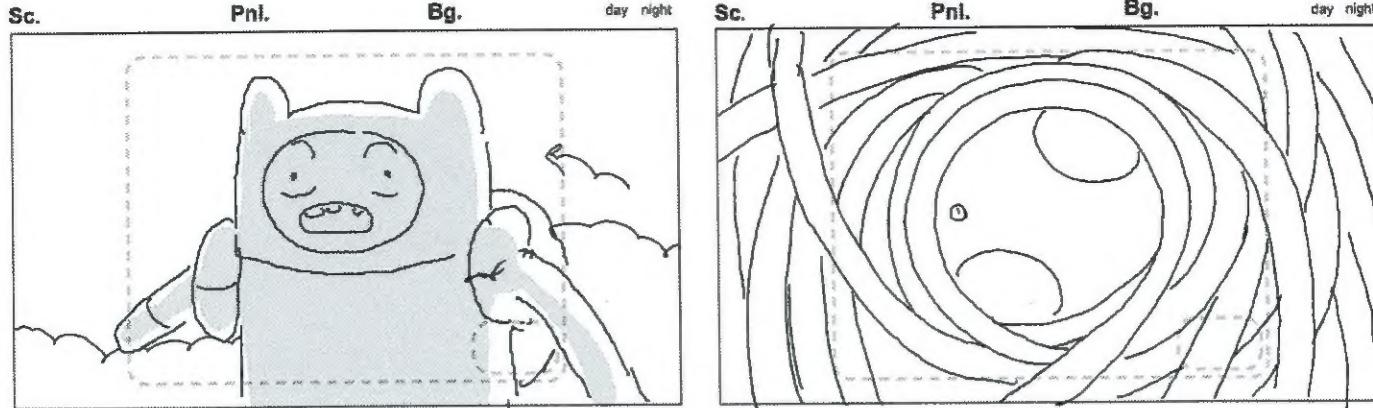
Production :

ADVENTURE TIME



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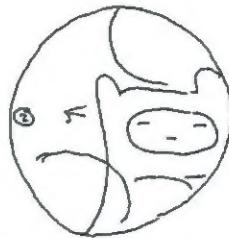
Dialog:

① MARM!

Action:

(my AWW)

Timing:



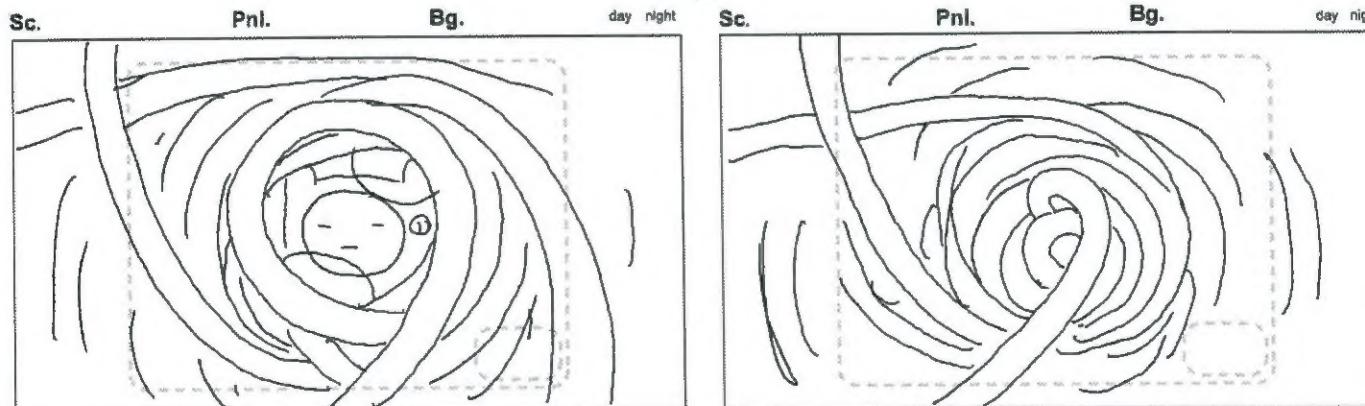
EPISODE #

Production :

ADVENTURE TIME

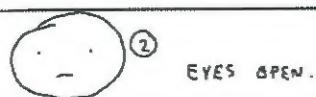


Page _____



Dialog:

Action:



Timing:

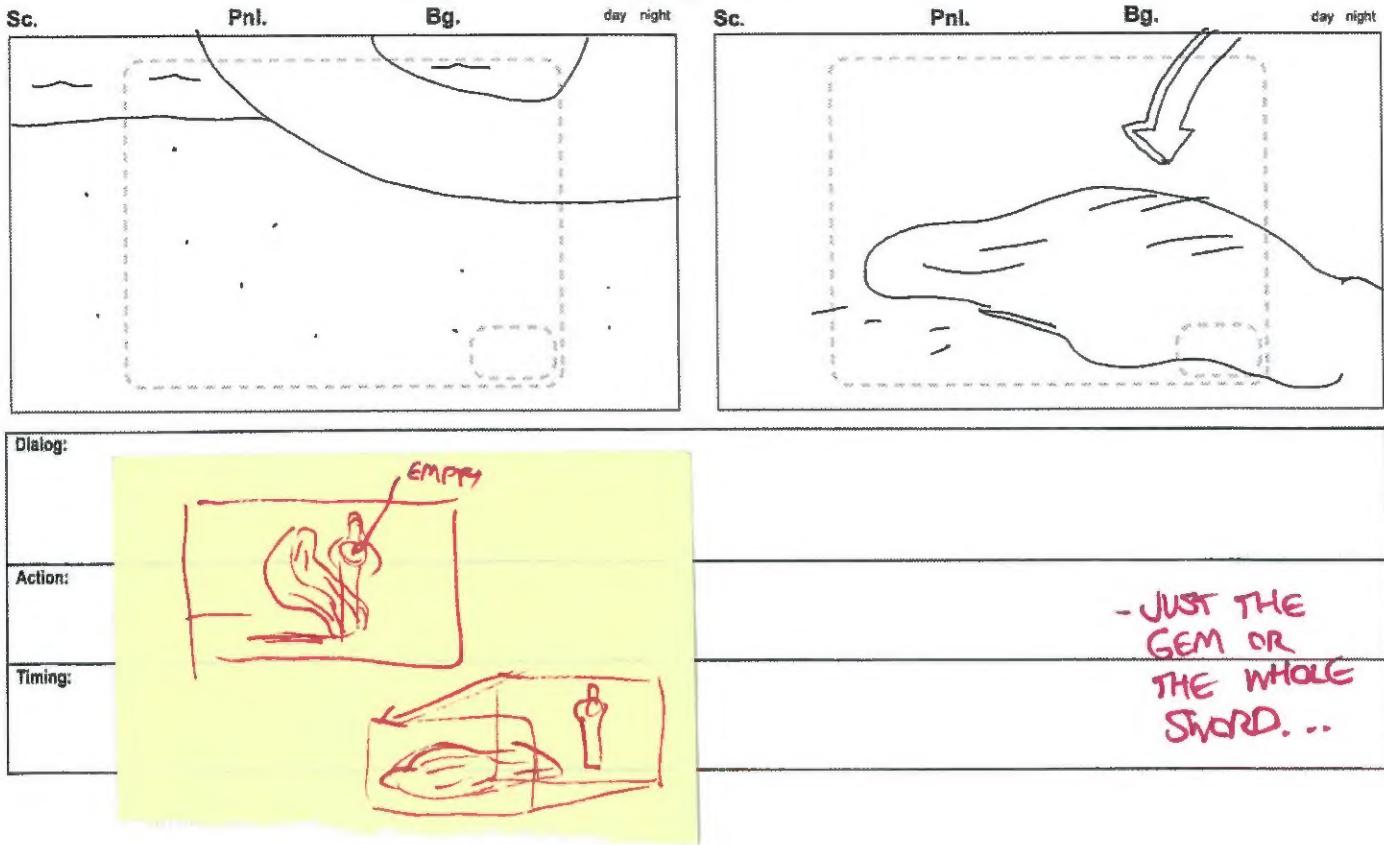
EPISODE #

Production :

ADVENTURE TIME



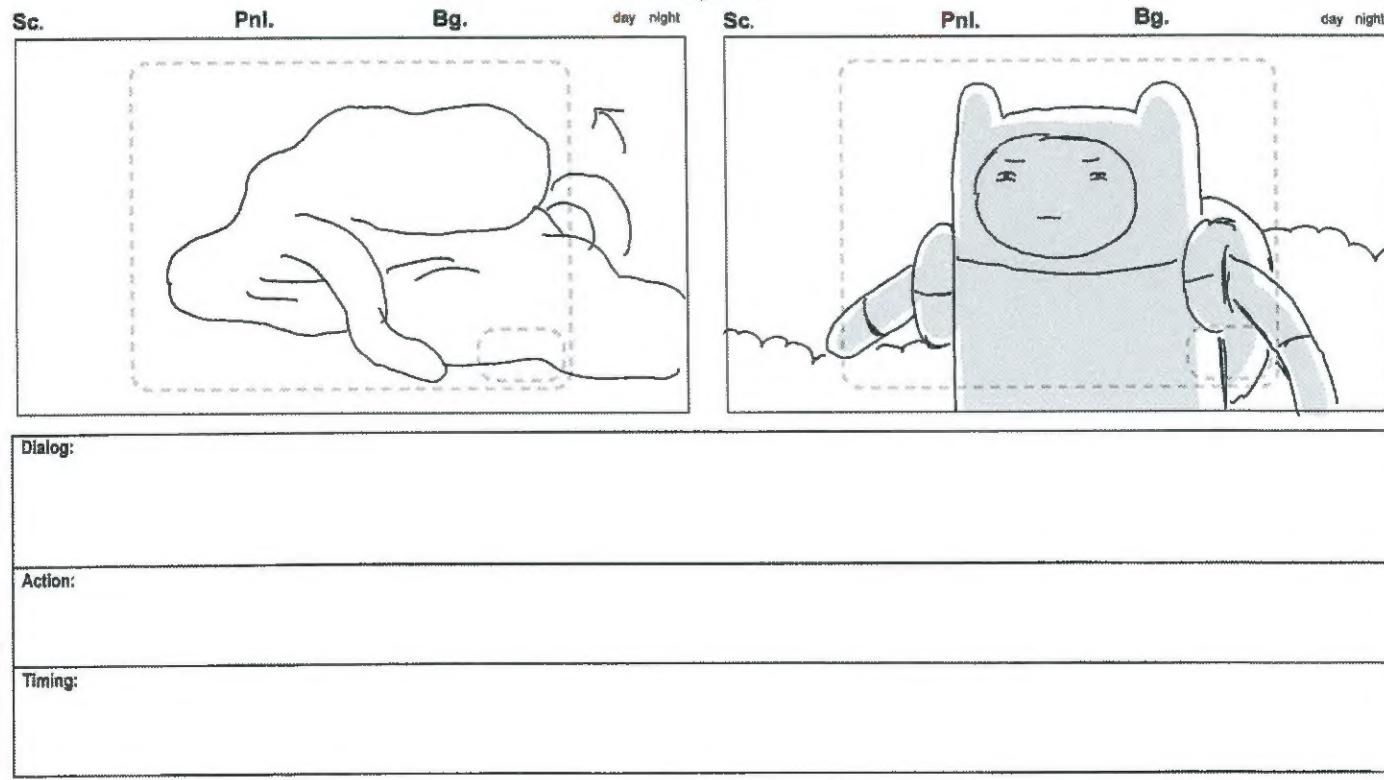
Page _____



ADVENTURE TIME



Page _____



ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

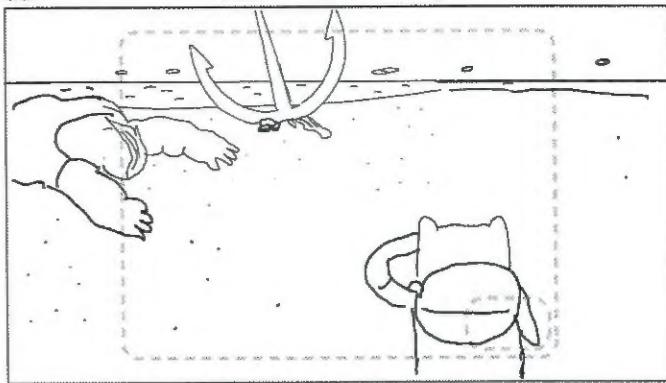
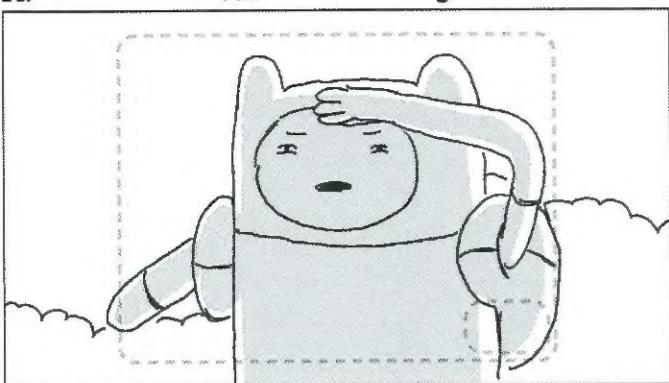
day night

Sc.

Pnl.

Bg.

day night



Dialog:

W H A T ?

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



- MORE
SURPRISED
REACTION

Page _____
day night

Sc.

Pnl.

Bg.

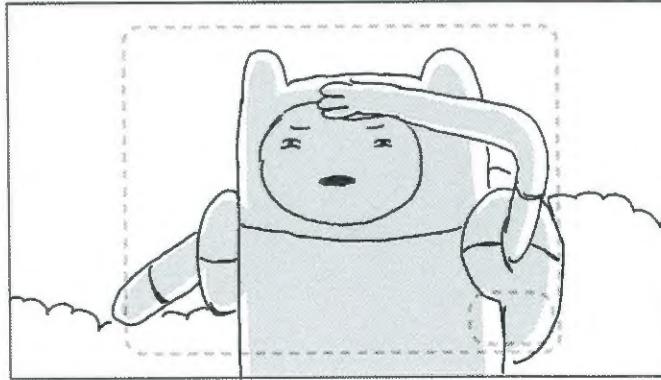
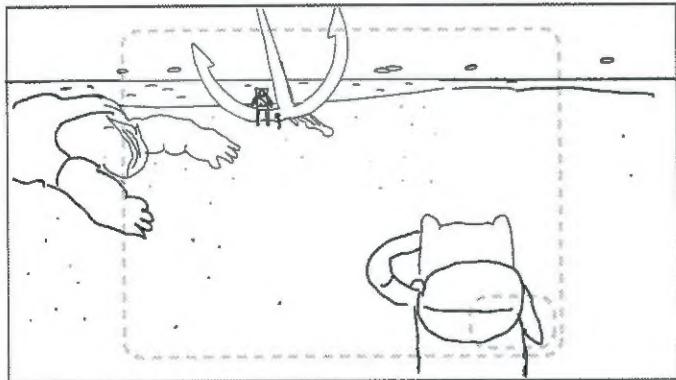
day night

Sc.

Pnl.

Bg.

Page _____
day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 68

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
⑥ CAN YOU COME BACK!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night

Dialog:
⑦ SFX SHEENR!

Action:

Timing:

EPISODE #

Production :